

Title: **Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Splint** on **October 25, 2013, 08:03:50 pm**

-INTRODUCTION-

-The following is an excerpt taken from the journal of one Splint Unitefences, a Caravan Guard.-

25th Timber, 225

Heading out today, as per the norm when visiting Dyansauri settlements. No more than a month peddling what we have, except the coal we're shipping out to the human capital. The lizards were willing to pay triple for the coal, but Boss Zacen says that's not our call. The humans' monarch already paid in advance for the shipment.

5th Moonstone, 225

Stopped in at another lizard town to get some supplies. Can barely understand them, but they keep their turf clear of bandits for the most part. Gonna be setting out tomorrow morning.

24th Obsidian, 225

Fucking violet xelics. The fucking things show no respect to their kin, much less us... They jumped us on the way out of Dyansauri territory.

There were so many... They jumped us while we were with a few of the silver xelics, took out the lead xelic and one of the assistant caravan masters almost right away and it went pear-shaped from there... Someone let the cave crabs we were taking to Salvisila to some wealthy buyer there loose, three wagons got toppled during the initial onrush of purplish colored warbugs, Logem took two before a third got him from behind, Tholtig took out six before going down to wounds... Then there was that big bastard. Vutok, Riis, Kulum, and Urist, killed all of them... Crushed a beetle and a crab too along with a xelic that took a swipe at him with a dagger.

Our caravan was 42 strong, not counting a few of the kids some of the merchants brought along, trying to get them to learn the family trade and such. Dunno what happened to them, but now there's seven of us total, at least that got out with this wagon, counting myself. Thor, Firecrazy, and I are the only guards that got away. Didn't kill any, but we hurt a few. And Thor didn't so much get away as get dragged out of the fight by one of the crabs. They weren't kidding about them being protective of us. Dropped his warhammer though so all he has is his work hammer to fight with now. No matter.

There's a cave up ahead that Zacen wants to use for shelter; there's storm clouds ahead and frankly I'm inclined to agree to a little shelter.

Welcome dear travelers of the Bay12 boards, to Ozkakurrith, Carryscar, a Civilization Forge community fortress. We are the survivors of the Autumn Axe caravan company, lost between friendly lands in the shadow of a cave in a somewhat hot savanna/woodland. I will do my utmost to create a good tale for you all to enjoy, and I would love it if you guys would help me, because it's you fine folks who help make this stuff fun! Or, y'know, !!FUN!!, whichever, since I'll regularly post polls that you guys will use to dictate what we do next, which could easily result in deaths or injuries!

Now, as you may have noticed I, being the genius I am, forgot to grab a pic of the embark location. We're somewhere between either two Dyansauri settlements or a Dyansauri and some other race's town. I did however, remember to get a shot of our embark gear.

Spoiler: [For the curious](#) (click to show/hide)

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(cave fish, ♀ [15])
(cave lobster, ♀ [10])
(kakapo meat [10])
(slime molds [15])
(pig tail seeds [15])
(glow cap nodes [10])
(web lichen spawn [10])
(cave wheat seeds [15])
(dwarven ale [25])
(dwarven wine [25])
(moonglow [30])
(dwarven firewater [20])
(copper mattocks [3])
(bronze picks [2])
(iron short sword)
(light bronze hammer)
(bronze chain coifs [2])
(bronze mail shirts [2])
(copper breastplate)
(tempered crystal breastplate)
(iron cap)
(wrought iron helm)
(kangaroo leather [6])
(horse leather [4])
(copper hand axe)
(round lapis lazuli cabochons [3])
(radiant cut onyxes [3])
(fire clay [6])
(granite bracelets [8])
(iron anvils [2])
(larch toy boats [6])
(maple flutes [5])
(bituminous coal [60])
(gold nuggets)
```

We have chalk on site, and our cave is made of the stuff. We have a brook, a moderate amount of wood, and a will to survive. And survive we shall.

Sorry about the wonky/substandard into, I'll touch it up later.

DWARVES

THIS POST IS PENDING REVISION. Until it is fixed, it will remain as is.

WAVE 0 (founders)

Splint, Bladesdwarf (Swordsdwarf/temporary woodcutter)
mjhacker, as Onion the Miner
Talonis Wolf, Wolf Acolyte (Engineer/Metalcrafter)
Firecrazy, Ranger Lord(Hunter/Butcher)
Highmax, as Thor the Anvil Lord (Armorsmith)
Gnorm, Stonelord/lady (Mason/Stonecrafter)
Caravan Master Zacen

WAVE 1

~~Aseaheru, Woodcutter. SUBJECT: DECEASED~~
4maskwolf, as Maskwolf the Shearer, Married to Nuri Al-Gnat.
Tarqiup Inua, as Nuri al-Gnat the Hivemaster, Married to Maskwolf.
Terrahex, Child of Maskwolf and Nuri Al-Gnat.

WAVE 1a

Charger Oarsizzled, Son of Maskwolf and Nuri.

WAVE 2

Madbomber6, as Mad Bomber, the hammerdwarf
Grimmash, Miner/Furnace Operator.
~~Monitor Lisard, as Lizard the speardwarf. SUBJECT: DECEASED~~
NPC: Gibbon Fatalsack, Spinner/Woodworker.
Lt_Alfred as LT Alfred, Hunter/Furnace Operator.
NPC: Endok Mountaintrussed, Alfred's wife. Great Mason and Engraver.
NPC: Minkot Safetytown, Great Gem Worker.
~~NPC: Mistem Toolmirror, Great Weaver and Minkot's wife. SUBJECT: DECEASED~~

WAVE 2a

NPC: Urvad Blowinghelm

WAVE 3

Mephansteras as Anvil Swordplans Great Blacksmith, Weaponsmith, and Armorer.
NPC: Gallant Laudedtrade, Great glazer and competant macedwarf and husband of Anvil.
ChaosMaker as Chaosmaker Urgecopper, Great Weaver, novice Metalcrafter, Blacksmith, and Fisherdwarf.
NPC: Kel Tradebrightness, Competent Macedwarf and Great Shearer and Chaosmaker's wife,
NPC: Tholtig Stockadeurge, Great Glassmaker.
NPC: Morul Flashstaff, Great Suturer and Wound Dresser. Tholtig's Husband.
NPC: Tiger Bodiceraw, Great Marksdwarf and Animal Trainer.
Dreamerghost Figureinked, Competant Axedwarf and Great Mason, husband to Tiger.
NPC: Olin Bulbousstockade, Competant Trapper. Assigned her to help with mining and farming, one we get to it.
~~NPC: Shiner Figurecontrols, Adequate Gemcutter. Olin's husband. SUBJECT: DECEASED~~
NPC: Morgan Mobwound, Great Weaponsmith.
NPC: Tun Theatreswords, Grteat Milker, Adequate Bone Carver, and Husband to Morgan.
NPC: Frost Plainsrim. 10 year old son of Tun and Morgan.
NPC: Rivet Merchantdots, Great Blacksmith.
NPC: His wife, Solon Hoofboulders, and Herbalist of very meh-worthiness skill.
NPC: Feb Hollowbridge, Same practical skill set as Tiger.
NPC: Dezz Dyeattics, Feb's Husband and a Great Waxworker. Dunno what the hell we'll do with him. Maybe Militia.
~~NPC: Adil Apexroars, Sergeant and Aseaheru's neice. SUBJECT: DECEASED~~
NPC: Kat Worshippedfence, Great Brewer and Fisherdwarf. Likes cats.
NPC: Her husband, Parson Raspbasements, A Great Bone Carver, Bone Doctor, and Wound Dresser.
NPC: Midnight Minebitten. Four year old daughter of Kat and Parson.
NPC: Alath Ownedmerchants, Axedwarf and Wax Worker.
NPC: Dornan Circlepillars, Great Gem Setter.
NPC: Fikod Cobaltstand, an Animal Caretaker. Has unarmed combat skills.
NPC: Carnelia Patternsshield, Four year old daughter of Fikod and Dornan
NPC: Domas Claspcontained, Tanner/Rookie Hammerdwarf
NPC: Ingish Moistenedlance, Great Stonecrafter and runner up for worst surname ever.
NPC: Thikut Plugedgears, another Great Weaver and wife of Ingish.
NPC: Glasseye Riddlerings, Nine year old son of Ingish and Thikut.
NPC: Dala Workkissed, Woodcrafter

WAVE 4

NPC: Titus Bravegranite, Great Carpenter
HissinhWalnuts as Ferro Brunedoils, Cazadors Squad
NPC: Roach Fulllabor, Great Hive Warden, Wife of Ferro
NPC: Vect Dyemrge, Lye Maker, Adequate Macedwarf.
NPC: Mosus Narrowrags, Great Gem Setter, Husband of Vect
NPC: Bomrek Faithmirrors, Son of Vect and Mosus
NPC: Kestrel Helpedochre, Great Wax Worker
NPC: Rith Boatled, Great Bow Maker, Adequate Macedwarf. Husband of Kestrel
NPC: Darko Hatchettest, Son of Rith and Kestrel
NPC: Rovod Relivedhammer, Great Woodcutter
NPC: Solon Paint Catch, Great Accountant, Adequate Pump Operator
NPC: Cerol Roarroof, Great Jeweler
NPC: Reg Bellstrap, Great Woodworker

WAVE 5

NPC: Rakust Icecoon, Great Fish Catcher.
NPC: Melbil Cloutedtrumpets, Great Healer, Wife of Rakust.
NPC: Thikut Letterfortresses, Son of Rakust and Melbil, Wishes to be warrior upon manhood.
~~NPC: Tekkud Lettertorch, Great Butcher, Of Skill with Crossbow, sent to Wolverines. SUBJECT: DECEASED~~
NPC: Zanna Metbust, Great Milker, Of Skill with Crossbow, sent to Wolverines
NPC: Dragonfly Tongsgrooves, Son of Tekkud and Zanna, Wishes to be warrior upon manhood.
NPC: Cacao Bolttan
NPC: Sherry Claspedlarge
NPC: Rez Townchewed, Daughter of Cacao and Sherry.
NPC: Zerus Outrageconstruct, Great Armorer
NPC: Quarry Livingchannel, Great Pump Operator, Wife of Zerus.
NPC: Uzol Lonebasements, Great presser
NPC: Zulban Diamondcrowds, Great Wood Burner
NPC: Mosus Glovepasses, Clothier

DECEASED DORFS. Probably more killed by invaders than I remember, but I listed most civilians as accidental deaths just in case.
(<http://www.bay12forums.com/smf/index.php?topic=132484.msg5060656#msg5060656>)

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 08:05:50 pm**

-Update Archive-

- Update 1: Foundation. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4753147#msg4753147>)
Update 2: Digging in. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4801894#msg4801894>)
Update 3: Caravans. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4805962#msg4805962>)
Update 4: Population Spike. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4808223#msg4808223>)
Update 5: Elves, Elves, and a Masterwork. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4813797#msg4813797>)
Update 6: Named Blade! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4815895#msg4815895>)
Update 7: Snatchers! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4819036#msg4819036>)
Update 8: Surgery and Migrants. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4823379#msg4823379>)
Update 9: The Celebrated Soul (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4826165#msg4826165>)
Update 10: First siege! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4844960#msg4844960>)
Update 11: New Mayor, New Faces. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4856713#msg4856713>)
Update 12: Chaos Dwarves! Curse them! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4869829#msg4869829>)
Update 13: Xelic Siege prelude. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4871041#msg4871041>)
Update 14: More corpses. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4873200#msg4873200>)
Update 15: Even *more* corpses! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4875248#msg4875248>)
Update 16: Bloody Felsite. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4876162#msg4876162>)
Update 17: Of ammo derps and a giant. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4877531#msg4877531>)
Update 18: Bugbear assault! Kinda. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4883063#msg4883063>)
Update 19: Promotions and Goblins! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4891741#msg4891741>)
Update 20: Indignant Hypocrites. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4943596#msg4943596>)
Update 21: I dream of nobles. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4947011#msg4947011>)
Update 22: A first for me. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4949619#msg4949619>)
Update 23: Four have fallen. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4957969#msg4957969>)
Update 24: Construction Accidents and Accidental Theft. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4969107#msg4969107>)
Update 25: A pair of "Uninvited Guests." (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4972598#msg4972598>)
Update 26: Long Live the King! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4975083#msg4975083>)
Update 27: OG Wolf Spiders remaining: 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5021886#msg5021886>)
Update 28: Raw adamantine! Praise the miners! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5060032#msg5060032>)
Update 29: Magma Sea. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5120693#msg5120693>)
Update 29: Sabotage? (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5203888#msg5203888>)
Update 30: The Torrid Flame (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5293313#msg5293313>)
Update 31: Fourfer of Fatalities (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5380227#msg5380227>)
- Finale 1: Ozkakurrith Ud Usal (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5509294#msg5509294>)
Finale 2: Ambiguous Last update (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5547604#msg5547604>)

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 08:06:56 pm**

Community Contributions

I'm quite happy to see some community involvement from the first update! This is a far cry from my past community games which often got little to no input from others aside from the occasional idle chatter. So thank you guys!

[ChaosMaker]

Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4765035#msg4765035>)

[DreamerGhost]

- Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4767405#msg4767405>)
Journal Entry 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4810823#msg4810823>)
Journal Entry 3 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4816522#msg4816522>)
Journal Entry 4 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4818679#msg4818679>)
Journal Entry 5 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4826094#msg4826094>)
Journal Entry 6 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4877589#msg4877589>)
Journal Entry 7 and Conversation (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4975350#msg4975350>)

- At the Mountainhome Part 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4805173#msg4805173>)
At the Mountainhome Part 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4807767#msg4807767>)

- Nithim Ocdausu, the Shapeshifter, Part 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4860899#msg4860899>)
Nithim Ocdausu, the Shapeshifter, Part 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4875050#msg4875050>)

Encouraging Maskwolf (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4880376#msg4880376>)

Letter from the General, not at all forged! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4945976#msg4945976>)

- Hunting for grains of sand, Part 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4963077#msg4963077>)
Hunting for grains of sand, Part 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4969863#msg4969863>)

- Test of Intent, Part 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5023858#msg5023858>)
Test of Intent, Part 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5030321#msg5030321>)

Spy Hunt (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5210263#msg5210263>)

Freetown Conversation: Adamantine (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5299642#msg5299642>)

A bump in the night (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5407296#msg5407296>)

[Monitor Lisard, as Lizard the Speardwarf]

- Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4804826#msg4804826>)
Journal Entry 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4806971#msg4806971>)
Journal Entry 3 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4809486#msg4809486>)
Journal Entry 4 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4815298#msg4815298>)
Journal Entry 5 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4816118#msg4816118>)
Journal Entry 6 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4817941#msg4817941>)
Journal Entry 7 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4827880#msg4827880>)
Journal Entry 8 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4870546#msg4870546>)

Journal Entry 9 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4876286#msg4876286>)
Journal Entry 10 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4878665#msg4878665>)
Journal Entry 11 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4953373#msg4953373>)

A letter from Lizard (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4820200#msg4820200>)

Rendtion of a Masterful Bronze Falchion (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4817629#msg4817629>)
A depiction of Col. Splint (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4884873#msg4884873>)
A depiction of Cpl. Toad (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4909598#msg4909598>)
A Depiction of a Goanna Hoplite (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4959749#msg4959749>)

[Monitor Lisard, as Alligator the Glassmaker]
Introducing Alligator. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4969321#msg4969321>)
A slightly drunk tribal. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4975140#msg4975140>)
Binoculars and Song. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4977673#msg4977673>)
Small talk at the bank. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5023882#msg5023882>)

In a forest of evil. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5026934#msg5026934>)

Freetown Seccession! (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5127612#msg5127612>)
Freetown Conversation (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5205358#msg5205358>)
Freetown Mayoral Log 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5294937#msg5294937>)

[4maskwolf]
Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4806154#msg4806154>)
Journal Entry 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4808652#msg4808652>)
Journal Entry 3 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4819347#msg4819347>)

A Shaken Soldier. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4869886#msg4869886>)
As rattled as ever. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4873723#msg4873723>)
Duty calls... (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4876246#msg4876246>)
"Resignation," Part 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4877120#msg4877120>)
"Resignation," Part 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4877943#msg4877943>)

Departure from the South (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4975311#msg4975311>)

[zacen299]
Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4809043#msg4809043>)
Journal Entry 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4816528#msg4816528>)

[HissinhWalnuts]
Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4819053#msg4819053>)

[Icecoon]
Journal Entry 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4825517#msg4825517>)

[Splint]
Spoiler: art spoiled for size, taken from an update. (click to show/hide)
Quote from: Splint



Xelic and Bookkeeper Solon (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4891457#msg4891457>)
Sand Raider skunk archer (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4975273#msg4975273>)

[TalonisWolf]
Mercantile Log 1 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4913606#msg4913606>)
Mercantile Log 2 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4919472#msg4919472>)
Mercantile Log 3 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4944010#msg4944010>)
Mercantile Log 4 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4947061#msg4947061>)
Mercantile Log 5 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4950130#msg4950130>)
Mercantile Log 6 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4962702#msg4962702>)
Mercantile Log 7 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg4977394#msg4977394>)
Mercantile Log 8 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5030233#msg5030233>)
Mercantile Log 9 (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5061447#msg5061447>)

Mercantile Intelligence I (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5204805#msg5204805>)

[Senshuken]
Observations of the enemy. (<http://www.bay12forums.com/smf/index.php?topic=132484.msg5025852#msg5025852>)

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Grim Portent** on **October 25, 2013, 08:38:38 pm**

My recent games have given me a taste for the forlorn hope style of fort, so I'd like to see a reanimating biome or a cave from which the deep things may crawl to attack, possibly both.

I think journal entries are more immersive so they get my vote.

If my suggestions are taken up then a doctor may be helpful early on.

Storywise I'd suggest that the fort was founded to serve as a way to cull and contain the dangers around it (be they undead or cave beasts, or undead cave beasts.) This also leads on to a name, maybe Deathhalls or something similar. Although I would also find an ironic name most droll. Happyflowers perhaps.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 08:40:15 pm**

Glad to have your input. Would you like to claim a dwarf while you're here?

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **mjhacker** on **October 25, 2013, 09:14:31 pm**

I vote for a hot jungle biome... just because I've never personally done it, and it sounds kinda... *ahem*... cool.

For a motive, I'd say a disgruntled group of traders and craftsddwarfs that want to carve out their own trading post and get rich. Getting rich is a pretty simple yet pure motive. :D

I would like to claim the miner (gender doesn't matter) and name him/her Onion, if I could.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 09:19:48 pm**

Alrighty! Welcome aboard! Once this stuff gets rolling I'll be glad to have your pick with us.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **TalonisWolf** on **October 25, 2013, 09:36:05 pm**

Given how Spearbreakers went, I look forward to this...

May I be dwarfed as "Talonis Wolf, Wolf Acolyte"?

Mechanic or Mason, unless Civilization Forge has a religion type profession, if you please.

May blood be shed, and moods turn into disaster! :P

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 09:42:31 pm**

I'm sure there will be much bloodshed. Bugbears and goblins will see to that.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **FireCrazy** on **October 25, 2013, 10:27:09 pm**

I'll take the hunter/marksdwarf/butcher? Or all 3. Depends on what type of conditions we have. I'll vote for the jungle and the forest. I vote journal entries, and, we could be a military outpost in response to the goblin threat or something.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 25, 2013, 10:38:00 pm**

Welcome aboard! Glad to have you on staff!

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **highmax28** on **October 25, 2013, 11:21:19 pm**

I voted temperate forest, Tagia and Tundra. The wildlife get pretty cool there if you're lucky. I'll take a dorf but no turn (busy with much after all).

Let there be a smith/emergency hammerdorf! Name him Thor, because he will be the savior of the fortress by giving everyone armor and shit 8)
EDIT:
Call us the Splint of Dwarves as a group and name the fortress "Splint <insert biome>"

And make my guy's custom profession be known as "Anvil Lord"

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Gnorm** on **October 26, 2013, 12:05:19 am**

I'd like to take part in this community-driven recreational fortress succession. I'd like to be dwarfed as "Gnorm" the mason and stone crafter. His custom profession should be "Stonelord." In the case that no male dwarves are available, "Gnora the Stonelady" is acceptable.

As for the group and fortress name, be must be the "Wet Dwarves," founders of the great fotress "Applehalls!"

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Grimmash** on **October 26, 2013, 12:14:11 am**

I'd love a dwarf. "Grimmash" for the name. Not too particular on the labors, although some sort of metalsmith would be cool, preferably armor or weapon. Give me what the starters need, and I'll build the backstory from the character bio. Or tell me what you give him and I'll go from there.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Monitor Lisard** on **October 26, 2013, 01:01:22 am**

I'd like dwarf too, if it's possible.

Please, call her "Lizard". She likes all kinds of medium-sized reptiles. She also loves bronze and stone crafts. She can be a mason or a stonecrafter, or everything you want.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **TalonisWolf** on **October 26, 2013, 06:14:59 am**

Wow...people came in pretty fast...
:o

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 26, 2013, 09:05:47 am**

It's a community game, not a succession fortress. Basically you'll all get to see the results of me blundering about listening to whatever dumb ideas you guys throw out once we embark. Except magma pumps. I still don't trust myself enough with machinery for that.

We now have the embark party filled out and professions chosen, I'll start a list to maintain dorf'd and those waiting to be dorf'd on the second post when I get home.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Terrahex** on **October 26, 2013, 04:57:20 pm**

What about dwarves being refugees and are fleeing from some sort of war only to find themselves worse off than they were before? I'd like to claim a dwarf as well.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 26, 2013, 05:05:32 pm**

Any particular profession?

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Lt_Alfred** on **October 26, 2013, 05:30:59 pm**

Could I be during the next wave please? as a male crossbow dwarf hunter/archer, he can be the silent guy that has seen too many battles and no longer wants to talk to the living, he goes about his life longing for the day in which he is put to rest eternally.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 26, 2013, 05:33:42 pm**

I'm sure being a hunter will be able to arrange that fairly quickly.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Madbomber6** on **October 26, 2013, 06:30:46 pm**

I'd like to have a dwarf if that is okay. Just have him/her be any available dwarf in the military.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **mjhacker** on **October 26, 2013, 07:49:36 pm**

I'm sure I don't even need to say this, but when you get ready to start the game, pictures of the world and the embark site would be most appreciated, as well as knowing the year the fortress starts... the more info, the better! Looking forward to writing some journal entries for you :)

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 26, 2013, 07:59:59 pm**

Certainly. Alright guys, since the poll seemed to be going in favor of a cave in a jungle, the poll has been modified.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **FireCrazy** on **October 26, 2013, 09:25:35 pm**

I think everyone agrees to have it extra savage. My dwarf is in trouble..
Also for my dwarf his custom profession is "Ranger lord" and his skills something like:
Marksdwarf, Hunter, Butcher, Animal Trainer, Animal Caretaker, Trapper, etc. Ranger skills.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **highmax28** on **October 26, 2013, 09:47:03 pm**

Well, lets hope we get some good wildlife for jungle then! I vote extra savage myself, and I think it should be called what I posted earlier. It makes the poll much more meaningful (if we can do it)

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 26, 2013, 10:04:15 pm**

Just a heads up, any time something like giant lions or tigers show up I'll be suspending hunting privileges until the animal is captured or it leaves the map. Looks like Savage jungle cave has it, the embark party is filled, and now onto weather we want a war or not. After that, we'll decide on a name and some supplies to bring.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **highmax28** on **October 27, 2013, 12:15:26 am**

Elves! I HATE elves! They're pointy eared cannabal hippies that have an obsession with small animals and trees!

What's NOT to hate? Especially since they already hate us dwarves!

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 27, 2013, 12:20:05 am**

Agreed, but for the sake of impartiality I voted for no hostilities.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **FireCrazy** on **October 27, 2013, 01:19:15 am**

For the time being, I'll vote for no hostilities. Don't know much about the mod. Also since my dwarf is a hunter, I'm worried about his safety when confronted with elite elven archers.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 27, 2013, 10:25:49 am**

Well I'll wait until 3PM eastern US time, then voting on a name will commence.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 27, 2013, 02:28:18 pm**

A little bump to let you guys know we'll be going with whatever history conditions we get based on the vote. A poll is now up to determine both the fort name and the group name.

EDIT: I guess same time tomorrow will be the poll deadline.

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **FireCrazy** on **October 28, 2013, 04:51:13 am**

Lancewing, founded by The Hammers of Winter sounds alright. I did almost give my vote to Applehalls though..

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Aseaheru** on **October 28, 2013, 06:01:16 am**

Carryscar by the hammers of winter please.

Also, could I get a dwarf?

Title: **Re: Splint's Newest Community game! Making preparations and I need your input!**
Post by: **Splint** on **October 28, 2013, 02:21:07 pm**

Carryscar wins, as does The Axe of Autumn, but barely. Now for motivation and Finall embarkation stuff shall begin! Also, since we'll needed it eventually, I have assigned you to Soap Production Asea.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **4maskwolf** on **October 28, 2013, 02:27:31 pm**

Requesting a dwarf in the fortress, doesn't matter what skills.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 28, 2013, 07:14:12 pm**

Alrighty! Welcome aboard! I suppose the same deadline for motivation will stand.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Tarqiup Inua** on **October 28, 2013, 09:08:25 pm**

I'd like a dorf, too!
Name: *Nuri al-Gnat* /*gender not important*/
Profession: *Hivemaster* /*as in THE beekeeper of the fortress... should have above average analytical ability and perhaps also be a part-time mechanic, architect or record keeper...*/

And I would like him/her oversee a small project, should you agree.

Spoiler: experiment (click to show/hide)
I would really like to know if an ambusher can be revealed due to being stung by a bee - it does generate an announcement, after all... all it would take would be one chokepoint and a narrow corridor with at least one hive on each side of it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 28, 2013, 09:14:01 pm**

Certainly to both! Welcome aboard!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **October 28, 2013, 09:29:19 pm**

Quote from: Splint on October 28, 2013, 09:14:01 pm

Certainly to both! Welcome aboard!

Imagine if bee swarms work with us... That'd be great... Soldier bees as our allies...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 28, 2013, 09:33:41 pm**

Were I more willing man to make senseless sacrifices, I'd make be venom make people explode.

"You'd you find the enemy?"
"We didn't; the bees did."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **October 28, 2013, 09:40:11 pm**

Quote from: Splint on October 28, 2013, 09:33:41 pm

Were I more willing man to make senseless sacrifices, I'd make be venom make people explode.

"You'd you find the enemy?"
"We didn't; the bees did."

I don't think you could "find" the enemy afterwards...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **4maskwolf** on **October 28, 2013, 09:44:48 pm**

Quote from: highmax28 on October 28, 2013, 09:40:11 pm

Quote from: Splint on October 28, 2013, 09:33:41 pm

Were I more willing man to make senseless sacrifices, I'd make be venom make people explode.

"You'd you find the enemy?"
"We didn't; the bees did."

I don't think you could "find" the enemy afterwards...

Official most humiliating fortress death: fortress destroyed by raw edited bees. That were supposed to be for defence.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **October 28, 2013, 11:12:01 pm**

Quote from: 4maskwolf on October 28, 2013, 09:44:48 pm

Quote from: highmax28 on October 28, 2013, 09:40:11 pm

Quote from: Splint on October 28, 2013, 09:33:41 pm

Were I more willing man to make senseless sacrifices, I'd make be venom make people explode.

"You'd you find the enemy?"
"We didn't; the bees did."

I don't think you could "find" the enemy afterwards...

Official most humiliating fortress death: fortress destroyed by raw edited bees. That were supposed to be for defence.

that'd be something for the books...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **October 29, 2013, 05:54:40 am**

Heheheheheheh...

For my possible dwarf, could it be someone with no living relations, no gods and I dont really care what skills?
Also just a job name change instead of renaming?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 29, 2013, 02:19:46 pm**

WHat is it with you and relations? Because honestly I'm gonna be making a fairly long gen (for me anyways) so "No relations" will probably be fairly difficult.

EDIT: Lost Caravan wins by a hair, so that'll influence what good we have at start.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **October 29, 2013, 04:36:02 pm**

Dont like having to deal with real history.
Whatabout all dead relations?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 29, 2013, 04:38:57 pm**

Again, I can't guarantee that. I have genned the world and the entire first generation of dwarves is dead from old age. However we are at war with the hobgoblins, and appear to be winning so maybe your family will be dead or at least you may not be married.

I have found a suitable embark, however it isn't a swamp, it's a savage conifer forest. Is that acceptable to you guys?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Mephansteras** on **October 29, 2013, 04:44:27 pm**

Oh, fun! I always like watching these.

If you want to hold off just a *little* bit, I should be posting the newest version of the mod sometime later tonight.

If not, that's cool too. 2.7 is pretty stable, so far as I know.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 29, 2013, 04:49:47 pm**

If you could include a worldgen that will promote savage swamplands with caves, that'd be great.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **October 29, 2013, 04:52:51 pm**

Yah?

And thanks Splint.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Mephansteras** on **October 29, 2013, 04:56:04 pm**

Quote from: Splint on October 29, 2013, 04:49:47 pm

If you could include a worldgen that will promote savage swamplands with caves, that'd be great.

Hmm. Well, I'll look at the differences between the versions. You might not even need to gen a new world.

Looking at the files I've modified, I don't *think* you'll need to gen a new world for most of it. You might miss out on a few things, but the majority should show up. I'll see if I can do a test with a world from a previous version, see what shows up.

In any case, I'm off work soon so I'll see if I can get my last few tests done and package up the new version of the mod in the next few hours.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 29, 2013, 11:29:17 pm**

Good to know then I guess I'll stick with what we have and get the ball rolling from there.

Fun fact, our civ has been fighting a war of attrition and *winning* due in part to the fact that it completely subjugated a goblin civ (we have 1500 of them to call on as soldiers apparently.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Mephansteras** on **October 29, 2013, 11:42:31 pm**

Nifty.

Still working on the release. For some reason I'm having trouble getting studying in the libraries to work. Very aggravating.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **FireCrazy** on **October 30, 2013, 04:17:15 am**

I just realized that assigning butchering to a hunter might not be the best idea. The hunter almost never goes to butcher the corpse, from what I have seen. Well, I don't think butchering goes well in the first place with animal training/caretaking, so yeah..

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 30, 2013, 08:36:10 pm**

Well boys and girls, I'm getting things going. New poll is up reflecting what we have for embark workers.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **FireCrazy** on **October 31, 2013, 02:17:54 am**

We don't have any farmers or brewers but we could wait for migrants to come I think.. As long as we don't die from thirst first..

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **October 31, 2013, 02:24:23 am**

Well I need to regen the world. The cave I selected was one of those screwy ones with no cave but some cave critters there.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 02, 2013, 01:17:01 am**

Alright guys, the new Civilization Forge is out so tomorrow I'll be regenning the world. Sorry about the delays.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **November 02, 2013, 03:13:33 pm**

Allrighty.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 04, 2013, 01:02:29 pm**

Ok, guys, we've embarked and guess what? We get to kill a megabeast!.... What sound does a crab make...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Tarqiup Inua** on **November 04, 2013, 01:15:20 pm**

Quote from: Splint on November 04, 2013, 01:02:29 pm
Ok, guys, we've embarked and guess what? We get to kill a megabeast!.... What sound does a crab make...

...when there is nobody around to hear...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **November 04, 2013, 03:00:20 pm**

None, as they just go "klikk click" with there claws. they do not vocalize, as apposed to foxes which happen to sound like dogs or cats. They yip, bark, mew and whine.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 04, 2013, 03:01:41 pm**

Apparently hermit crabs can make some kind of croaking noise somehow so I'll go with that.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Aseaheru** on **November 04, 2013, 03:02:22 pm**

Really? How odd. I have never heard that.

To the coraking frog!
Croaking even!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **DreamerGhost** on **November 08, 2013, 01:10:29 am**

I'll want a dwarf.
Any male non-hauler will do.
Name: Dreamer
Bonus points for a dwarf alternating between military and non-military professions.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 08, 2013, 01:30:33 am**

hey splint, new fort sounds intresting,

i would like to be dwarfed if possible, either a millitary dwarf or a miner, preference to be male please (but knowing these forums ima end up with a gener fconfused dwarf im betting).

here's to keeping the fort alive (raises a mug to your honor)...hmm maybe we can use the bees as a defense? make a wall, and then several small indents to put the hives in, (the caravan depot would be in a diffrent spot) and make that our main entrence besides the caravan season, which would be heavily trapped and of course in its own seperate area...just in case...

maybe make a tower or two with a walkway connecting them so our marks-dwarves can shoot at invading hob/goblins when they try to seige us! and eventually the elves and humans.

heres to hoping we get a catapult...wait...catapult...if i cant have a miner make me a seige operator!!!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 08, 2013, 07:09:03 pm**

Sure thing, Chaos. Welcome to the soon-to-be madhouse!

Sorry I haven't provided the initial update guys, I'm kind of on a New Vegas binge at the moment (found some mods, gun, quest, and otherwise... Kinda got carried away...)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Grimmash** on **November 08, 2013, 08:44:13 pm**

That's ok. Gave me time to read the thread thus far :).

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 08, 2013, 10:41:13 pm**

awsome,

was just wondering for spearbreakers 2, can we use a tunnel system for the trade depot? (make a tunnel to where our trading will be done instead of going overland...much safer that way! plus we can lockdown whenever hobgoblins and the eventuell pissing the humans/elves off commences) and when we get a strong army, we name one in honor of fischer...and train them all to be super badasses, plus we send the cannon-fodder dwarves against the FB's....if they spew gas, or such...no heros..if not then hell yeah! also if we can get spiders we might be able to capture megabeasts!

heres to hoping we get dragons! train em as gaurds for the fort's main hallway! at east 5x5 + sign, north is the big very decorative dinning hall, the east will be for the workshops, west for the supply area, south would be to the rooming area. of course nobles will want copper decorated rooms and the BIG nobles-aka you! get the silverplated and if we ever get a monarch to live here, gold plated room with own personal tomb...also reminds me, a second small - would be for tombs on either side, west is commoners and east nobles/millitary.

meh when i get ideas i tend to write/type them down...in my head the beginning fort would look awsome depending on the surface.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 08, 2013, 11:07:19 pm**

I'm not all that fond of tunnel systems. That promotes cave adaptation which inhibits general fighting ability of the militia when they have to fight outside them for whatever reason. Plus I find it a waste/needless digging when it's just a matter of time and materials to build a safe depot area, both of which we should have in ample supply.

Also Chaos, please proofread what you type. That was actually a little difficult to understand fully.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 09, 2013, 12:38:08 am**

sorry

i tend to type to fast when ideas start forming in my head. kinda the reason why i lost my frist two forts, got overcreative.

Still can we have a seige weapon site then if we have to be above ground? and a ground zero where we can bombard the goblin scum before we send out our millita to deal with them? Other then that i apologize for my lack of proofreading. all i can hope for now is that we get some update going on and itll be epic start! (that or just the same average OH-SHIT-DIG-DOWN-NOW! stuff that happens all the time on DF)

also whats the general rules on this fort? danger room a-go if things get to dicy and not epic enough? or is the kindergarden okayed as well?

good luck splint.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 09, 2013, 12:51:25 am**

Due to my accidentally giving Firecrazy too much in butchery, we only have two guys ready to fight the colossal cave crab (A megabeast) that lives in the vicinity of the cave we embarked on.We have one light hammer (Thor's work hammer) and Splint's crap iron shortsword to fight that thing with. Plus we'll need to dig emergency food storage for all the meat we'll get from that thing if we kill it rather than the other way around.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 09, 2013, 02:53:21 am**

awsome...this should be !FUN!,

welp heres to this fort not dieing a painfully crabby death! the emergenc food storage should be off to the side, next to the butchery and the kitchen, also make barrels if you can, and lots of bins...should help with storing all that meat!

(a fb will keep the fort alive for a year if we keep this up! and as long as we dont have casulties)

good luck splint!

make sure to give us a full update once youve done your year!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **FireCrazy** on **November 09, 2013, 06:01:16 am**

Awesome. My dwarf should be able to help in taking down the megabeast anyway, since he's ranged.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 09, 2013, 09:02:10 am**

Quote from: FireCrazy on November 09, 2013, 06:01:16 am

Awesome. My dwarf should be able to help in taking down the megabeast anyway, since he's ranged.

Not without a crossbow and bolts. And we don't have anything to make a quiver with.

Quote from: ChaosMaker on November 09, 2013, 02:53:21 am

welp here's to this fort not dying a painfully crabby death! the emergency food storage should be off to the side, next to the butchery and the kitchen, also make barrels if you can, and lots of bins...should help with storing all that meat!

Barrels will help, but bins won't. Barrels are for food/drink, bins for piles of useless shit/weapons/armor/ammo.

Quote

(an FB will keep the fort alive for a year if we keep this up! and as long as we don't have casualties)

It's not an FB. Colossal cave crabs are "mundane" megabeasts, in a similar vein to dragons or rocs. Big fuckers though, big enough to remove an elephant's head in one snap of it's claws. But said size means it'll probably feed this mangled caravan for a year. I say mundane because it's just a fuck all huge crab. Hell we have three of it's little cousins in our group!

Similarly there's the colossal beetle, the huge-ass big brother of the giant beetles that many make use of on a daily basis. I saw one of these bite off an elephant's head once.

Quote

make sure to give us a full update once you've done your year!

It's not a succession game. I'll be doing all the heavy lifting, all you guys are asked to do is participate in votes and do a little writing to give your dwarves' takes on events since journal format was decided earlier.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 09, 2013, 02:11:21 pm**

Quote

make sure to give us a full update once you've done your year!

It's not a succession game. I'll be doing all the heavy lifting, all you guys are asked to do is participate in votes and do a little writing to give your dwarves' takes on events since journal format was decided earlier.

[/quote]

kinda meant that you could give us a full on update on what happened for the year, not succession style but at least letting us see/know how the fort did.

Keeping the mundane in mind, hopefully we can get it down before it uses its mega-pincers to cut us to ribbons! shame we cant shoot it to death.

On that note how did the fighting go? were we able to cut it down?

And on a final note: which biome are we in, did some reading beforehand and im a bit confused. Are we in a Savannah or what?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 09, 2013, 02:31:01 pm**

Couldn't find a jungle with a cave but I did find a savage savanna with one and a brook with giant tigers at the very least for the taming. And like I said, been on a bit of a New Vegas binge but Thor and Splint are prepared to face off against it, with a couple crap highwood tower shields (heavy but really good blockchance) a work hammer and a sword along with their mishmash of chain mail and plating.

I honestly don't expect thor to be able to do much unless he punches the thing because blunt weapons seem to be useless on chitinous creatures.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **DreamerGhost** on **November 09, 2013, 04:05:23 pm**

You'd think that hammers should be good against brittle-ish chitin, but in reality, flesh under chitin distributes the force of the hit, making it do crap all. It seems that axes are the best weapon in this game (after magma and diseases, of course).

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 09, 2013, 04:07:41 pm**

nice...

still i hope the sword finds a hold on the crab bastard, good luck splint! If thor and splint manage to kill it we should elevate them to sheif for thor and splint as naturally the eventual duke of the kingdom! (thats if splint manages to become a dwarf monarch!)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **FireCrazy** on **November 09, 2013, 08:45:33 pm**

Quote from: Splint on November 09, 2013, 09:02:10 am

Quote from: FireCrazy on November 09, 2013, 06:01:16 am

Awesome. My dwarf should be able to help in taking down the megabeast anyway, since he's ranged.

Not without a crossbow and bolts. And we don't have anything to make a quiver with.

Oh. I suppose I was caught off duty then. I can farm/fish until we have a caravan arrive or something.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 10, 2013, 12:53:47 pm**

1st Granite, 226

Happy fuckin' new year. The rain's finally let up. Went out to check on the animals and get a proper look around.



Brook, trees, the cave we've been hiding out in, and... Something else.



The Silver Xelics warned us about this bitch, so the others are gonna take cover while me, Firecrazy, and Thor go after that thing at sunset. Zacen found some wood that was knocked down by that crab, based on the damage, and is gonna try to put together some crude shields for us. Here's hoping we survive...

-

We went sifting through the stuff we had and Firecrazy's crossbow and bolts were missing. Probably dropped the crossbow during the panic of trying to get out of that clusterfuck. He's gonna have to sit the fighting out until we can put one together and at least a few glorified toothpicks for ammo.

3rd Granite, 226

We did it! We actually managed to kill that big bitch, if only because it probably just ate. It spent most of it's time trying to not get hit and the two hits it did get in cracked Thor's shield and threw me into some bushes. Thor managed to break both it's pincers and we each took out a couple legs. It took some doing after I think it passed out, but Thor managed to use his hammer to pry open the parts of the upper shell we cracked long enough for me to put my sword through something vital!

→The Caravan Guard stabs The Colossal Cave Crab in the body with his (iron short sword) tearing apart the fat and tearing the brain!

We were worried we only had a couple months' worth of food before we'd have to eat the Land Strider or one of our own crabs. Guess this isn't an issue anymore!

4th Granite, 226

We used the Land Strider to drag the crab back to the wagon and Firecrazy's working on getting the meat and other good stuff out of it. Afterwards we can process the shells for some cheap armor and a few trade goods.

Zacen's gonna help Onion dig out a temporary storage space for all the crab meat, and Gnrom volunteered to try and take down a tree or two so Firecrazy can actually have somewhere to do the butchering.

Saw a Mosquito...person (I can't tell what gender that thing is at a distance,) poking around where we killed that fuck-all huge cave crab. Must've smelled the ichor or something.

16th Granite, 226

We have all that colossal crab meat stored. I'm in charge of making the barrels to store it all. Onion and I have been talking a lot lately. She and I always ate together on the road, and she's nice enough. We've been spending more time together since we got stuck here and she shot down Thor's advances, so...

Finally! We have our first update, and first megabeast kill before it's even Slate! Splint scored the kill while Thor can be credited for crippling the beast, breaking six legs and both pincers. We got a good bit of extra food and plenty of shells to make some goods and maybe a little cheap armor from, and our embark party is already bonding! Onion and Splint are lovers, and I'm sure that there's another pair as well.

Anyway, thanks for the patience, and now that we're underway I'll try to get an update out every 2-3 days at least.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: Aseaheru on November 10, 2013, 01:24:53 pm

WOO! UPDFATEW!
Or update if you can spell.

Lets hope Onion wont go the way of Splints last love, over in the land of broken spears...

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: Splint on November 10, 2013, 01:33:31 pm

Well, she's a miner and there's no spawn, so that's unlikely.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: Aseaheru on November 10, 2013, 01:35:20 pm

Still.

So how are we building? Normal or on the surface or what?

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: Splint on November 10, 2013, 02:07:51 pm

Not sure yet. My main concern was killing that crab. I honestly think if it wasn't all defensive and we hadn't had those tower shields it probably would have killed Splint and Thor.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: highmax28 on November 10, 2013, 02:27:34 pm

THOR SMASH! Wait, wrong guy...

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: ChaosMaker on November 10, 2013, 02:33:53 pm

excerllent job splint, keep up the good work!

besides congrats on this splint for getting a new love life, hopefully any child they have will not be taken or killed by goblins and will one day become a son of the new dukedom!(thats if splint is now expedition leader...)

also heres to hoping we have a bit of a mixture of both overland and underground fort, the overland for all the nice food (a large multilayer wall one day) and the underground can be for minning and security issues, also for hunting FB's. Still a megabeast kill is a megabeast kill, now that theres one less i wonder how close it will be for the age of heros? and considering we can web traps...i hope you manage to capture and eventually tame a dragon! one of the nastiest defensive measures against goblins you can provide...

anyway looking to see the next update splint! good luck with this one! (hopefully since theres no undead yet in this savage biome, we wont have to deal with nasty necromancers trying a manhood test! only massively large beasts and goblin raids! not to mention the odd kolbold!)

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: Mephansteras on November 10, 2013, 02:40:04 pm

Quote from: Splint on November 09, 2013, 09:02:10 am
Quote from: FireCrazy on November 09, 2013, 06:01:16 am
Awesome. My dwarf should be able to help in taking down the megabeast anyway, since he's ranged.

Not without a crossbow and bolts. And we don't have anything to make a quiver with.

Didn't I see kangaroo leather in the embark list?

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: highmax28 on November 10, 2013, 02:41:38 pm

Quote from: ChaosMaker on November 10, 2013, 02:33:53 pm
excerllent job splint, keep up the good work!

besides congrats on this splint for getting a new love life, hopefully any child they have will not be taken or killed by goblins and will one day become a son of the new dukedom!(thats if splint is now expedition leader...)

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anyway looking to see the next update splint! good luck with this one! (hopefully since theres no undead yet in this savage biome, we wont have to deal with nasty necromancers trying a manhood test! only massively large beasts and goblin raids! not to mention the odd kolbold!)

Dragons are the greatest thing that could happen to me. I always have like 1000 cage traps and at choke points, so I guarantee catch everything I need. So my chances are good, as long as they don't set fire the cage (which happens often). I caught like 3 dragons in one fort but they all died when I had a massive siege against goblins and trolls. Great war but the cost of lives was really high, especially since many died in necessary dragonfire

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!
Post by: DreamerGhost on November 10, 2013, 04:00:25 pm

Dorf!splint hit Giant Enemy crab in it's weak spot for massive damage.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 10, 2013, 04:06:33 pm**

It seems we do have leather. Huh. Guess I need to remember to recheck my list of shit we have every so often huh.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 10, 2013, 08:53:18 pm**

awsome, looks like we have a hunter/ranger/crossbow-dorf in the fort! (and will fortress gaurds have crossbows as part of their outfit/uniform?)

and for highmax- Awsome job for you! a male and female dragon do tend to breed and lay eggs, but the eggs take to long in df to make more dragons...but hey imagine the fortress just surviving almost everything that can be thrown at it (besides the fps death...but careful management can reduce that risk)

still using dragons as a defense, even better if their chained at an end of a LONG and NARROW land bridge like the one shown in moria....even better when its a large drop-pit...even more so if its lined with upright spears at the bottom...even better when its elves going across and getting burn/dodging and falling into the pit of death thats lined with wooden upright elevn battle-spears...cooked elf shish-ko-bob! healthy for dragons nand other war beasts!

bonus if you can harvest the bones and make elven bone armour out of them!(or goblin armour) even bigger bonus if the fortresses resident badass wears it when confronting said race...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 10, 2013, 09:16:21 pm**

Marksdwarves will not be used as a large contingent of the militia; there will probably be a 3:1 ration of melee to milita dwarves or possibly even greater than that for a few reasons.

Ranged weapons as they stand are inefficent for my way of fighting due to their small contact areas. They also lack lethality (because of said contact area being so small) unless a large number of bolts hit a target or they score lucky hits to the head or a vital blood vessel. Troops using them often miss their shots unless they're skilled or proficient (level 4-5) which means alot of wasted resources both in and out (at the range) of battle.

Don't get me wrong, I think ranged combat is a very handy means of dealing with certain threats and for supporting the stormtroopers, but they will not be carrying the fight alone if they're deployed. Melee weapons get the job done with far less hassle/micromanaging though.

So far I've only played one mod that actually seems to get ranged combat right, and I think that one has all the critters resized to improve general lethality of all weapons.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **November 10, 2013, 10:02:30 pm**

Quote from: ChaosMaker on November 10, 2013, 08:53:18 pm

awsome, looks like we have a hunter/ranger/crossbow-dorf in the fort! (and will fortress gaurds have crossbows as part of their outfit/uniform?)

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bonus if you can harvest the bones and make elven bone armour out of them!(or goblin armour) even bigger bonus if the fortresses resident badass wears it when confronting said race...

The biggest bonus is if you make a loincloth out of the elf leader's skin... Elf leather anyone?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 10, 2013, 10:44:25 pm**

We're civilized dwarves here people. Besides, statistics from past forts show we'll be seeing bugbears and violet xelics far more than goblins.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **November 11, 2013, 12:42:45 am**

Bugbears are very hairy goblins right? I'm not familiar with xelics... What mod is this?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 11, 2013, 01:23:52 am**

Civilization Forge 2.80. Bugbears in this seem to be more just shy of being bear-men really. Big, grumpy, steal things, and not very bright. Silver Xelics trade with us and get offended if we offer bone goods for sale. Dunno about wood. Violet Xelics are their asshole cousins, essentially goblins with four arms and easier to chop apart. I guess they're somewhere between ant and beetle men. Silver Xelics generally pack some good shit though gear wise.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **ChaosMaker** on **November 11, 2013, 01:25:02 am**

not sure...bug people?

still we might be "civilized"...doesnt mean we cant make a tree of elves in cages though....that or a prison/garden area with our spiders crawling over the cages of the said elves...let them be "one" with nature...hehehehe....

also splint, good luck with the game! looking forward to the next update! (hopefully i come around to set up the seige weaponry!! awww, seige weapons, a sure kill for both sides of the conflict, especally if theres a single lane hallway long enough for dwarves to not get spooked awya from said weapon...)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **November 11, 2013, 01:58:41 am**

I swear, D&D makes EVERYTHING that everyone thinks something looks like and changes it 100%

Heres a bugbear in their eyes:
[Spoiler](#) (click to show/hide)



and THIS blasphemy is their... Kobald...

[Spoiler](#) (click to show/hide)

Aren't Kobalds in DF rat people? As does everyone else think that?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 11, 2013, 02:02:14 am**

Most people prefer to see them as rat/dog people, yes. Probably more out of preference. And those are actually pretty close to what I thought the bugbears looked like, just more bearlike and less obvious ears.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **highmax28** on **November 11, 2013, 02:09:44 am**

Quote from: Splint on November 11, 2013, 02:02:14 am
Most people prefer to see them as rat/dog people, yes. Probably more out of preference. And those are actually pretty close to what I thought the bugbears looked like, just more bearlike and less obvious ears.

I still hate the Kobalds... When my DM said that there was a lizard person watching us from a cliff, I made a check to see what it was by name and the most anal player yelled across the table saying its "A MOTHER FUCKING KOBALD YOU DUMBASS!"

Needless to say I told her to go fuck herself for unnecessary yelling and insults. And then I pissed everyone off by showing them the description in DF. Apparently, they're more gutsy in D&D than in DF...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Splint** on **November 11, 2013, 02:51:10 am**

And your spelling of kobold still confuses the shit out of me.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game, almost ready!**
Post by: **Mephansteras** on **November 11, 2013, 11:47:40 am**

You should try outfitting your marksdwarves with Arbalests. They pack a bigger punch than regular crossbows and are generally more effective. They take Broad Bolts for ammo rather than regular bolts.

Also, if this site turns out to have Tetrahedrite or some other copper ore I've found that a squad of Longarms using copper Throwing Hammers for ammo is rather effective.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 11, 2013, 07:33:28 pm**

I'll consider it but unless they'll put a human-ish sized target down in a relatively quick manner I probably won't have any rangers unless there's a dire threat that the melee troops can't take on, at least for a year or two save a token support force.

New poll up! How will we live?

Overland: Walled settlement topside with watchtowers and such. Either building material is acceptable. Basements and cellars for storage, and perhaps a tunnel system linking all the buildings just in case the main doors are too dangerous to use.
PROS: No cave adaptation and everyone with a weapon can respond to threats rapidly or run like hell into any given building for safety if something goes wrong.
CONS: Takes forever to secure a settlement of this nature, up to a year or longer.

Standard: Build underground. Nothing flashy save for special areas.
PROS:Standard benefits.
CONS: Cave adaptation, may take military a little longer to respond to a threat.

Caverns: Build into the caverns themselves with limited reshaping.
PROS: Silk in abundance, open areas can be used as farmland. Areas that won't be used can be scouted for minerals, relative safety from surface invaders.
CONS: Trolls, trogs, tribals, and others pose a serious threat. Cave adaptation and distance can hamper military response times, takes longer to get goods to the depot.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **highmax28** on **November 11, 2013, 07:56:50 pm**

Aboveground! We'll be a unique breed of dwarf!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **November 11, 2013, 07:58:40 pm**

I think that the caverns would be the most challenging and interesting.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **November 11, 2013, 08:43:52 pm**

Dugouts above!
Grass roofs for all!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **November 11, 2013, 10:19:24 pm**

i suggest a, compromise of standard and overland live, most of our guys live above ground, but our miners will be toiling away in the mines (of course, you can make the mine entrence sheltered from the sun to provide adequite protection from the sky if cave adaption comes into play) this fort will be unique amoung all else, with the watchtowers and kill-yards filled with traps and places where millitary dwarves get the advantage against their primal foes...

yeah, i think mostly overland with the mines being for the underground bit.

plus when you invade hell itll be easier to beat them down...lots of time to place traps and do a deathgate by making a goblin/troll arena against the beings of hell! we might get lucky and have easy to kill monsters...and if goblins start invading hell on our orders all the better! leaves us a chance to take the best pickings! Heck we might even make hell our rightfull tame puppy if we go assuieguys way and building THE WALL!!! around hells borders...and if were feeling paticularly bored we can mine out a massive pit down INTO hell from the topside settelments...thus making hell open to the world and the dwarves living at the bottom with our sunberries and crops (of course the hole will be 1/4 the size of hell to prevent the entire thing from going in, and we can have staircases lining the way around the hole! with plenty of crops aqnd living quarters!)

thatll be the point where toady will have to make a even worse place then hell to compete with what ive just unleashed...

meh that might not happen, with fps death and all..but hey if we make it this fort will be AWSOME!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 11, 2013, 10:22:14 pm**

Honestly I'm not much of a trap guy. I place them at choke points and where snatchers/ambushers are likely to blunder into them, but trap halls are beyond my ability to care about making them. Plus I have more fun risking soldiers and watching invaders get tossed about like rag-dolls and sliced to ribbons by good ol' dorf power.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **November 11, 2013, 10:25:39 pm**

i noticed you said nothing about a hole into hell

this...is gonna be awesome...i can only imagine it will be like making erebor and isengard (when it went into industrial age) combined...dear armok...this will be dwarfy!!!

(seriously a digging project like that? easily enough matterial for the WALL!!! yes i have to do that...)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **November 11, 2013, 11:34:29 pm**

I like cavern forts. They're fun and interesting.

Plus, they're not vulnerable to Sand Raiders riding flying creatures.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Forrest** on **November 12, 2013, 01:13:32 am**

Could you dwarf me as a surgeon named Forrest, with the profession name of dwarf-butcher?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **FireCrazy** on **November 12, 2013, 02:34:50 am**

Quote from: [Splint](#) on November 11, 2013, 07:33:28 pm
I'll consider it but unless they'll put a human-ish sized target down in a relatively quick manner I probably won't have any rangers unless there's a dire threat that the melee troops can't take on, at least for a year or two save a token support force.

What about flying goblins and other flying enemies? You'll need rangers to take them out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 12, 2013, 02:55:24 am**

That would fall under "Dire threat the melee troops can't take on." Admittedly if the riders lack ranged weapons themselves they're more a nuisance that needs to be grounded but still.

Like I said, ranged combat has a time and place, and I don't like micromanaging ammunition for weapons that are fairly inefficient for

their task. We'll have some, but not that many because we shouldn't need that many if the enemy does what I expect (charge headlong into a meat grinder of hammers and swords.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Icecoon** on **November 12, 2013, 03:36:24 am**

I would like to join this fortress too. The name is Rakust Icecoon, brewer - mad alchemist. :D Does not matter what gender. I voted for standard fortress, but I will be happy with any outcome.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 14, 2013, 10:51:01 pm**

Welcome aboard. Alright guys, I'm gonna do a coin toss to decide our settlement plans. Caverns won both the coin toss and the vote. Next update shall reflect the group's choice.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **November 15, 2013, 11:28:26 am**

welp, looks like its the cavern for us lads and lasses!

[Journal enry Granite 3rd]

Well, heard that some caravan got itslef stuck in the middle of nowhere, the current duke is making life difficult for the rest of us dwarves, alwasys going on about beds and bolts, plus hes been muttering around lately on animal skins for leather, why do we need leather? we got cold hard steel in the magma forges! Bah! i dont care, well as long as i do my job as a seige operator and a part time miner everything should go alright, Right?

Here's to those poor ass bastards in the middle of nowhere! bet they were wishing they had our drinks! HA!

[Journal Entry ends]

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **November 16, 2013, 12:04:44 pm**

Diary of Dreamer. Entry 1

As I layed down on the battlefield, blood flowing freely from my wounds, I contemplated on what jappened and why. This seemed like just another raid on a poorly defended minor town. I and my goblin bretheren were more than prepeared for this. We brought several ogres and numerous war beasts. They were hard to train and costly to maintain, but t'was better they be on rhe front lines, charging into arrows than us. At first, battle was going perfectly well. Ogres and beasts easily tore appart towns millitia, and we turbed towards the buildings. Alas, this time, our wictory was not meant to be. A party of greatly skilled adventurers were staying in town that day. Four of them, an elven bowwoman, two swordsmen and a dwarwen hammerer tore through our front like paper. We tried to fight them, but they were too good. I ordered my troops to run, although they didnt need much encouragement to do so. Sadly, while that blasted elf was still standing, she wouldn't allow many of my comrades to escape. I charged at her, knowing that single touch of my hand would suficce. First i therw my axe, then my glowe followed. While she easily dodged my axe, the glowe surprised her enough for me to fet close. Sadly, I underesstimated the perception of other adventurers. Instead of naming my charge mad and going into futile pursuit of my former allies, they saw danger in my outstrechd hand, and one of swordsmen promptly cut it off. Then the hammerdwarf rushed to me and crushed my ribcage. Foolishly, I tried to repair myself, and take them down. Now, I was little more than a stump. All of my limbs were broken, and my skull was visibly cracked. I didn't have enough energy to regenerate. But then, my salvation came in a form of dwarwen looter. Carelessly, he tried to peel off my mangled iron breasplate. As he was trying to get a better grip, his unprotected hand touched my flesh. Instantly, he died and devouring process began. My flesh fused with his, taking over dwarf's bodily functions. Ten minutes later, as I stood over up on legs that were now mine, I knew that i had to escape quicly, before I met somone who knew previous owner of this flesh. Sadly, taking over a new body did not grant it's memories. After I grabed some clothes scatered about to cover myself, I moved towards a group of dwarwes who seemed to have enough suplies for a long journey.

OOC: Splint, your dwarwes are a bunch of guards who simply decided to make a fortress in the middle of nowhere. How are you going to squeeze in migrants into the story?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 16, 2013, 12:59:22 pm**

The initial group is a combination of guards and merchants who did odd jobs when not on caravan runs before they got trounced by that violet xelic attack. The initial two waves will be assumed to be other caravan survivors, the kiddies they might bring being those merchants who were aiming to get their kids into the family trade.

And, as a small hiccup with the game means silver xelics will arrive to trade the first year in summer, any after that will be the logical conclusion of having heard about us from the xelics first, which will also explain the home caravan.

Also: Oh crap, some kind of demonic entity... Well I know what may or may not drive the fort to look for adamantine if you get elected mayor or your dwarf turns out to be a good nobility candidate... I'll try to get you one with few relations, any relations being covered by the looter having had a journal on his person.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **November 16, 2013, 01:33:13 pm**

Technicly, it's a shapeshifter, whose abbilities are limited by form and mass. What that means is, it can change it's body, but it can't change its mass and any changes that are not taking over a body of somone else are temporary. But I probably should had shown that side more clearly.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 16, 2013, 01:58:11 pm**

It's still outside what's considered normal and I try to look for the best in things. Many in other places would come down on you like the fist of an angry god for such a character :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **November 16, 2013, 03:33:14 pm**

Oh yes, I can imagine Mr Frog screaming bloody murder about it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **November 16, 2013, 05:17:06 pm**

aye, mr frog would scream and rant about it....and dont use the period in the anme...it summons his wrath upon our poor souls...

plus i cant wait to get there...most likely will be sent by the duke with a small band of "adventurers" (note:duke being an ass) to find the caravan...ill get more of the journal entry done when the next update happens...

(mostly will be short skits about reactions to whatever your doing)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 16, 2013, 05:51:27 pm**

Well I do have enough stuff for a tiny update, unless you guys wanna wait for something with more meat on its bones.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **November 16, 2013, 07:10:48 pm**

meat on the bones or the skin an bones, dont care which.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **November 30, 2013, 11:30:33 pm**

21st Granite, 226

Can't sit up here forever, the caravan master knows that. We decided to put to a vote how we're gonna dig in. I say dig in because it turns out during the fighting last year one of those damned bugs must've hit the wagon good; Onion climbed in to get some food and the whole damned from end went into crashing front first into the mud!

Sure I felt a little bad and we were all pissed that the wagon's broken completely now, but still, seeing someone go face first into the muck from a wagon going splat is still pretty funny.

22nd Granite, 226

Thor and I went down to see if we can find a way into the caverns. We decided it'd be safest down there, for the time being anyway, and some of the group said it'd be a good way to make an impression on visitors, building into the cavern itself and all.

On our way down though we spotted a pair of giant moles. Not sure what genders they are, but if they're a breeding pair then we might be able to catch them and... Hell I dunno, herd giant moles or something for food. Ran into a snag though while poking around. There's a lake down there, reservoir, whatever, but the way down goes right into it so we'll probably need to dig an access shaft down and use the waste rock from that to build a platform over it to the rest of the caverns.

27th Granite, 226

Decided to go down and take out the moles myself. I figure they can't be too tough if that giant crab couldn't get me.

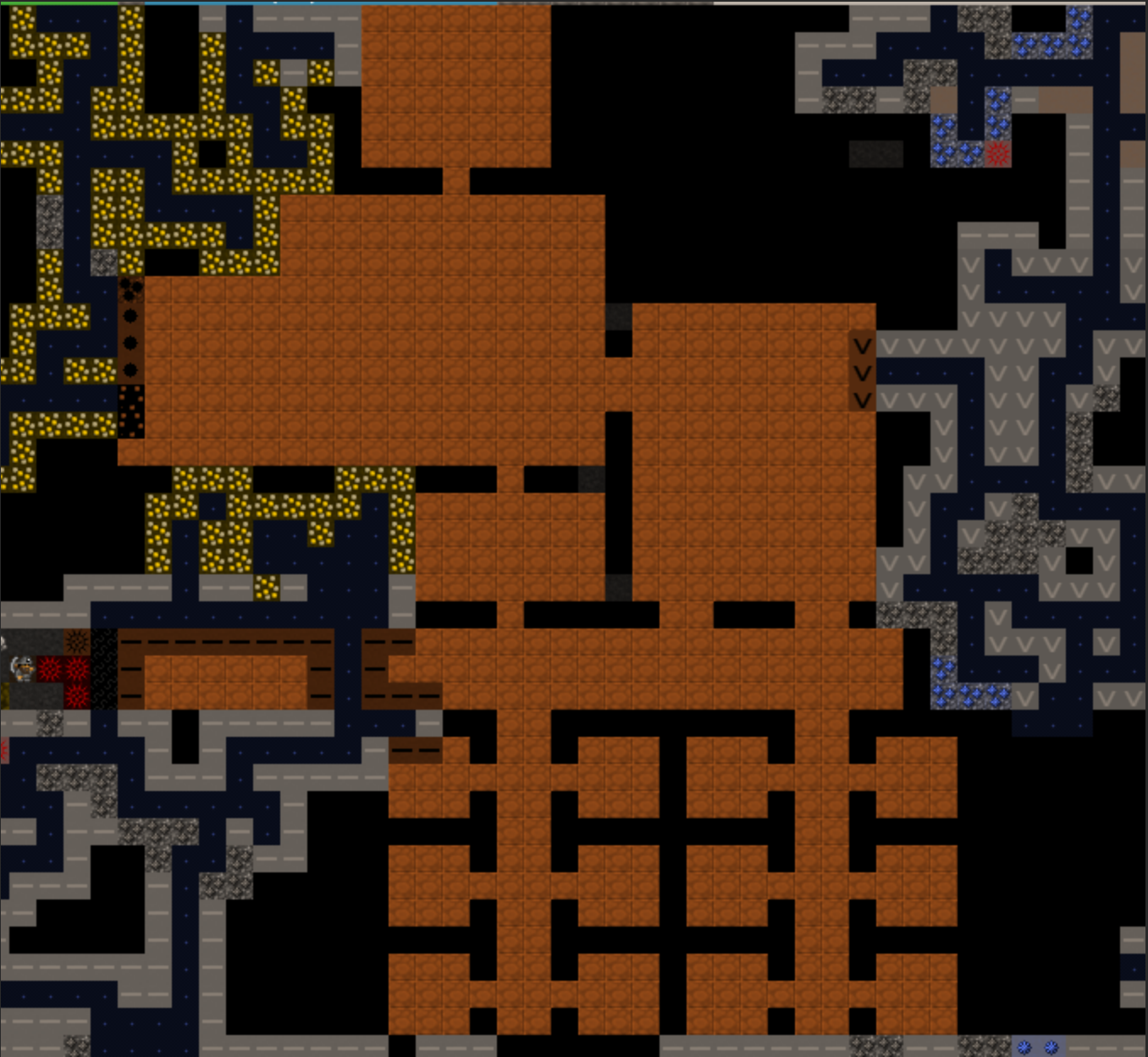
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Apparently a little tougher than I was expecting. Hope my foot doesn't get infected, but it was a shallow cut at worst, nothing I was disabled by. Took four of us to drag the bodies up for Firecrazy to process them.

Onion had some good news for us too, after we cleaned up the bodies. Hematite, coal, lignite, tons of different gems, and we can level the cave for flux!

3rd Slate, 226

Got some plans drawn up since we're digging out that way for a spot to build our initial homes. There's another large bit of stone that we can turn into housing too to the south.



initial dig plans

1st hematite, 226

Been a while journal. The others liked my plans! Most of it's been dug out except the bedrooms and the place we'll be using for the dining hall, and I've been working on smoothing... Well, everything really. Gotten pretty good too! It's hard to believe summer's already here on the calander, unless I'm missing a couple months in the one I have pinned on the wagon.

Speaking of wagons, the boss says we might wanna consider building a depot. If we're gonna be here for the long haul, I can see the wisdom in that.

12th Hematite, 226

Saw a cave crocodile today. Thing floats around the way up from time to time and scares the pants off of us when we see it, but besides coming over to spook us every few days it keeps its distance.

After that fuck-all huge crab though, I think we can take a stupid oversized cave lizard.

11th Malachite, 226

That damned lizard has me on edge. It keeps making passes, but never tries to attack... Is it spying on us? Waiting for a moment to strike when we aren't all hyper paranoid of its whereabouts? Gah, I've lost some sleep because of it.

Firecrazy said he was a little upset over not getting to help fight the crab, and he's sick of seeing that cave crocodile so he's going to put the bones from those moles to use. He's going to make himself a small marksdwarf kit (just some leather armor and helmet, quiver, crossbow, and some bolts,) and he's going to take a shot at that damned croc to try and scare it away from us.

Since he was going to be carving things, I asked him to make some extra things to trade if someone blunders into our outpost, and he agreed, if a little reluctantly.

28th Malachite, 226

Survivors! They're weather-beaten and ragged looking, but they're alive and (more or less) healthy! I was tasked with taking down any arrivals' names, for now anyway. I asked them to tell me what they did besides uh... Merchanting. There was a total of four.

Nuri Al-Gnat Relicclashes – Great Miller, Cheesemaker, and Beekeeper
Maskwolf Stancetongs, Mezbutth's Husband – Great Shearer and ok blacksmith
Terrahex Focusedlancer, their three year old son
And bringing up the rear, axe in hand, Aseaheru Dashlabors – Wood Cutter. I suspect the red stains on his clothes were from some wild animal however, rather than trees.

Coincidentally all of them have dabbling shield, armor, dodge, striker, kicker, and wrestler, which is perfect storywise. Sorry again about the utter absence out of nowhere guys. I'll try not to make a habit of it. So far other than bedrooms we now have the bare essentials covered so long as we have water and meat, since we're low on booze left from the caravan. We now have a (temporary) depot, an expanded way down, Firecrazy is armed properly, and more caravan survivors.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 01, 2013, 12:43:27 am**

Sounds like things are going well!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **ChaosMaker** on **December 01, 2013, 01:26:59 am**

good luck man! now were in caverns im wondering if were going to simulate the weather or somthing...(like being able to make it rain for lolz!) of course you will have to find a way to keep the fort from flooding but that shouldnt be a issue eh?

looking to see how my dwarf gets there...hopefully not from running away from a dragon i hope!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 01, 2013, 11:10:08 am**

Quote from: Mephansteras on December 01, 2013, 12:43:27 am
Sounds like things are going well!

Things are going great actually. The only thing that has me worried is booze and that cave croc.

New poll regarding housing is up. All first years are getting 3x3s regardless, and the dwarf list has been updated. Aseaheru, 4maskwolf, Tarquip Inua, and Terrahex have all be dorf'd as the new arrivals.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 01, 2013, 11:35:50 am**

Well unless Splint gets infection, this is a stellar start. Too bad I can't continiue my journals untill I know weather I was a part of the original caravan or a legit migrant wave. Hopefully, there wont be any FB "accidents" before I get there.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **December 01, 2013, 11:37:15 am**

Who's still alive? And, more specifically, how badly did I die? This is DF, after all...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 01, 2013, 11:58:15 am**

Everyone's alive and well. Took down a megabeast, got some basic facilities up, and killed a silver xelic caravan (they got all uppity about fucking shell crafts so I whacked them for their plants. No survivors to report the incident.)

Splint'll be fine. The cut was shallow enough that it didn't even hobble him and he had clean water to wash the wound so I doubt he'll develop an infection.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 01, 2013, 02:32:03 pm**

Quote from: Splint on December 01, 2013, 11:58:15 am

killed a silver xelic caravan (they got all uppity about fucking shell crafts so I whacked them for their plants. No survivors to report the incident.)

Welp. There goes migrants explanation storywise.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 01, 2013, 03:06:48 pm**

For the vote, I think 2x3 for singles, 3x3 for married couples, with a training room with squad barracks off them as well as an armory off it would be good.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 01, 2013, 03:49:27 pm**

Quote from: DreamerGhost on December 01, 2013, 02:32:03 pm
Quote from: Splint on December 01, 2013, 11:58:15 am
killed a silver xelic caravan (they got all uppity about fucking shell crafts so I whacked them for their plants. No survivors to report the incident.)
Welp. There goes migrants explanation storywise.

Whatcha mean?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 01, 2013, 04:27:00 pm**

Quote from: Splint on December 01, 2013, 03:49:27 pm
Quote from: DreamerGhost on December 01, 2013, 02:32:03 pm
Quote from: Splint on December 01, 2013, 11:58:15 am
killed a silver xelic caravan (they got all uppity about fucking shell crafts so I whacked them for their plants. No survivors to report the incident.)
Welp. There goes migrants explanation storywise.
Whatcha mean?

Quote from: Splint on November 16, 2013, 12:59:22 pm
The initial group is a combination of guards and merchants who did odd jobs when not on caravan runs before they got trounced by that violet xelic attack. The initial two waves will be assumed to be other caravan survivors, the kiddies they might bring being those merchants who were aiming to get their kids into the family trade.
And, as a small hiccup with the game means silver xelics will arrive to trade the first year in summer, any after that will be the logical conclusion of having heard about us from the xelics **first, which will also explain the home caravan.**

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 01, 2013, 04:39:10 pm**

Huh, oh yeah. Well I guess we can chalk it up to blind luck then.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 01, 2013, 05:17:10 pm**

I have an idea on how to justify this blind luck. I'll do a writeup tomorrow.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 01:31:08 am**

Dwarf list updated. We got migrants. I'll wait until Dreamerghost's thing is up before I post on how a caravan found us.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 02, 2013, 03:24:21 am**

From the personal log of Lizard, stonecrafter:

Finally! We've been searching for bauxite for a few weeks, but found nothing. Minkot seems to be really anxious about this. He better be, because I got no time to hang out here in this wastes! I say, he's useless at geology! I don't care if he found any sapphires or not! I'm really furious that we still have no magma-safe material to build that magma dam back in the Mountainhome!

So, after being ambushed by a bunch of Xelics we found a small fortress called Carryscar or something. We decided that we'll live here for a while - there's no point in returning home without finding the minerals. Somedwarf called Splint is running this place - I think I can land a hand to local dwarves with the masonry and construction.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 02, 2013, 10:43:50 am**

Wall of text inside. Also, explanation of incoming migrants.

Spoiler (click to show/hide)
It was an outrage!
General of dwarves walked around his majestic hall in the great Mountainhomes. Great problems weighted down his mind today, and not easily solvable ones like call to war, or some renegade nobles, or unexpected elven visit, not even a shortage of materials. Mountainhomes were rich, and times were peaceful, nobody dared to even try to disturb this peace. Common dwarves toiled away at their selected crafts, armies were standing ready, and nobles were getting continuously fatter from work of others. Not war disturbed mind of the General, but trade. By strategically giving out almost unprofitably better offers and conjoining their business various merchants consisting of mostly humans managed to create several monopolies on goods dwarfs produce most. Currently, those monopolies were dictating prices through all of the known world, quite often resulting in rather unfavorable prices for everyone except those coalitions. Most direct way to deal with them would be to sell nothing to them, until some sort of concurrent faction would appear, but that would weigh heavily on dwarven economy. Leaders of those merchants were smart, and procured great amounts of goods, that would be enough for controlled sales several years into the future. No, another way was required. Sadly, Dwarwen Generals were chosen for their combat prowess, rather than their wisdom. It is said that people flock under banners of great warriors, but this meant that diplomacy was a skill dwarven nation was lacking. A sudden messenger rose General from his thoughts.
-Your sir, I'm afraid I have bad news. A caravan was attacked by violet xelics. All goods were lost, and the merchants fled. Only one returned to the Mountainhomes to report about the attack.
-Damn them, they get more insolent by the year. Where did this happen?
-Close to a border between Human and Dynasauri lands. It was a caravan shipping coal to the human's capital, sir.
General returned to pondering current problems. Long years of peaceful rule had dulled his lust for bloodshed, and calmed his fiery temperament. Mabye there was a way how to deal with both problems at once, yes, that attack was Armock sent gift! General refocused

his attention on the messenger.
-Go fetch me a diplomat, preferably one who is good at dealing with dynasauri. Then go and collect some less happy members of the population, but make sure they are of varied professions. Include a recruit or two. When you do, return to me. You'll be given a task of great importance, and probably not even a too difficult one. If you succeed great rewards will await you. Now go.
-Yes, sir, it will be done by your wish.
After messenger left with a bow, General smiled to himself. He would send a diplomat to the dynasauri, with orders to promise them direct access to trade goods now sold at triple of their original price. They would be offered great gifts, usually not sold to outsiders by dwarvenkind. All for the agreement to build a fortress in their lands to "defend against raids of violet xelycs on trade caravans going through these roads". On paper, it would be a joint military operation against banditry between dwarves and dynasauri. In reality, it would allow dwarves to sell their goods directly, without going through hands of coalitions merchants. It was a perfect plan.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 05:07:17 pm**

12th Galena, 226

Spotted some xelics on the horizon. Should be here by tomorrow morning.

13th Galena, 226

Well, it turns out they're survivors from their own caravan. And they got uppity over that fucking cave crab's shell being used for trade.

So we took everything at swordpoint. I apologized, but we needed the plants they had to extend our drink reserves. I also told them if it made them feel better, their chitin wouldn't go to waste. It felt... Wrong, but as far as I'm concerned, this was too important to let them walk off.

Tried my best to make it quick. Decapitated both and crushed the heads quickly afterward. The beetles will make fine soup stock. No survivors to indicate anything happened.

12th Limestone, 226

Firecrazy couldn't get a line on the crocodile, so he's gone topside for "practice." Probably really going out to hunt warthogs, so I told him to be careful.

3rd Sandstone, 226

We're out of bones, and shells. Might need to see about getting permission to go into the caverns to hunt down some big game for more.

15th Sandstone, 226

Spotted more survivors. Went up to get their names.

*Mad Bomber Mountainsounded, a fishery worker who says he's willing to sign on to help me defend the settlement. Seems he didn't like being picked on in that ambush on the caravan.
Grimmash Spottedtrumpets, Great Furnace Operator and says he'd like to help with digging out accomodations.
Lizard Raptorwire, A Great Butcher, Tanner, and Cheesemaker with masonry as a hobby.
Gibbon Fatalesack, Great Spinner and novice general woodworker.
LT Alfred Sneaklash, Great Furnace Operater and novice cook. Says he'd like to assist food production more directly with big game hunting, but I told him right now we have no need of such and contented him with joining Firecrazy.
Endok Mountaintrussed, Alfred's wife. Great Mason and Engraver.
Minkot Safetytown, Great Gem Worker.
Mistem Toolmirror, Great Weaver and Minkot's wife.*

Nice to have seen other survivors. They say that this may well be it, as quite a few of the rest died outright.

13th Timber, 226

I didn't believe it when I heard it, but there's a caravan up ahead. Can't be any of us since we were the only Autumn Axe caravan out in this area. Needless to say we're all in a happy mood as a result of seeing friendly faces! Bought up all the plants and booze they had in their wagons they'd spare, some to be processed into cloth and thread for our tiny hospital we intend to put together, the rest to be processed into booze or eaten as is.

Of course before we can make booze we need barrels that aren't full of fucking processed tallow. I have a mind to beat Alfred with a stick for not telling the rest of us he was doing that until after we bought a bunch of barrels. He just waltzed up and said he needed all our newly bought ones for fucking tallow out of nowhere, and when some of us asked "what tallow?" we found a massive pile of the stuff sitting in storage in greasy heaps.

Anyway, I asked them about why they were here and to my surprise, they clearly didn't even know about us! They were being sent into a Dyansauri settlement to the northwest to negotiate the construction of a fortress in their territory to help ease pressures caused by violet xelic bandit attacks. They'll continue on their way there, but evidently we've probably saved the mountainhome a bit of time and resources, in spite of the coal shipment being lost. Their caravan master is talking to Zacen about regular caravan shipments here; it'll be nice to have at least some steady supplies from elsewhere.

15th moonstone, 226

Got a tiny hospital more or less set up, caravan from home left. Still need wells, surgery tables, and traction benches, but all things considered it'll do the job. The miners took some initiative and are digging out a wood and stone storage area and spaces for workshops. It'll be nice not stumbling through the masonry workshop while I'm going to and from the residential area to smooth out the walls and floors, and once we have a proper storage space we can finally get to making beds for everyone. Up until we got the ones in the hospital set up we'd all be sleeping wherever we happened to be.

So yeah, another update! Yay us! And funny your journal mentioned bauxite Lisard, as we have that here. In fact it's where the wood storage is going to be. The relevant posts will be updated shortly.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 02, 2013, 05:32:05 pm**

I think I'll write another king's journal while I wait for my dorf to officialy arive. What's the name of dwarwen king? It gets repetitive to write "king dorf" in numerous only slightly diferent names. And if you feel up to it, could you get me the name of some dynasauri officials? Would liven up diplo report up a bit.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 05:51:38 pm**

I'll get you the info shortly.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 02, 2013, 05:57:26 pm**

Don't rush for me. Becouse of diferent time zones it seems that you come to forums about the time when I go to sleep. Usualy, I would be sleeping for about an hour by now allready.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 06:09:07 pm**

It's no problem, I have nothing better to do at the moment. Our king is Onul Willcloister, and as far as Dyansauri go, I'll have to get back to you. The closest civ lost it's leader in a battle.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 02, 2013, 06:43:28 pm**

Okay, time for a dwarf journal.

This is a dog leather journal. It menaces with spikes of dog leather.
Inside is written the following.
We were just peaceful folk, living out our lives away from the hustle and bustle of the mountainhomes. Far from anything hostile, we thought. Just me, my wife, and our young son, living and sustaining ourselves on the land. Then the xelics came. They surrounded our house, killed our livestock. They were almost at the house when something caught their attention. I think it was something on the road. Most of them left, but two of them kept coming. We ran, unable to fight them, and they burned our house to the ground. If it weren't for a wandering wood cutter, we would all be dead. He slew one of the xelics and chased off the other. He said his name was Aseaheru, and that he was happy to be of service. Eventually, we stumbled across an dwarven outpost, established by the survivors of a xelic attack. I'm afraid they may return, to kill us all.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 08:38:08 pm**

Community Contributions post updated. Kind of a sad tale for Maskwolf's famil I see. Now the question is what the hell was Asea doing out by himself so far from any dwarven settlements...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 02, 2013, 11:18:47 pm**

You know I've been lurking, and I think I may want a Dwarf. Actually I do, and I'll actually contribute to this fort.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 02, 2013, 11:22:04 pm**

Would you like to just take over the one that has your name already (picked because it was the first that sprang to mind for an NPC,) or would you like one of the others with a different name?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 03, 2013, 01:37:42 am**

From the personal log of Lizard Raptorwire, chief construction worker:

Today Splint came to my lodging and told me that I can start performing my duties as a butcher and tanner. Unbelievable! I've never heard of an experienced foreman doing dirty farmer jobs! Actually, whatever. Right after this, he told me more important news. Splint said that the miners had found bauxite. Great! If only I could talk him into organising a production of bauxite blocks... In turn, I could lend those guys a hand with the walls construction - I heard they are going to expand the fortress in the caverns. That is not an easy task, but I'm not scared of crundles and elk birds. Let's fortify this place!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 03, 2013, 09:41:33 am**

Quote from: Splint on December 02, 2013, 11:22:04 pm
Would you like to just take over the one that has your name already (picked because it was the first that sprang to mind for an NPC,) or would you like one of the others with a different name?

Yeah I'll take the NPC though I have to ask what labors does he have on?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 09:49:16 am**

Largely he's got administrative skills but he's been doing whatever needs to get done urgently, so he's pretty much been geared to be a jack of all trades.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 03, 2013, 10:04:23 am**

Quote from: Splint on December 03, 2013, 09:49:16 am
Largely he's got administrative skills but he's been doing whatever needs to get done urgently, so he's pretty much been geared to be a jack of all trades.

I'm assuming that's bookkeeper and the like which I'm fine with.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 10:24:41 am**

Actually his skills are what you'd expect of merchant, being appraiser, judge of intent, negotiator, persuasion, and due to being caravan master, a rank in leader as well. Currently has some carpentry and tanning skill as well.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 03, 2013, 12:07:34 pm**

Tulon, messenger that king sent with the diplomat party, has a habbit to see things in a bit more righteous way than it really is. But he is nice about it.

[Spoiler](#) (click to show/hide)

Messenger Tulon had returned early. General Onul, ruler of all dwarvenkind remembered name of this specific messenger. For the General it was but a minor detail, however it meant a great deal for the messenger. And Tulon had been sent out with a very important task. Had he came back late, it could be attributed to accidents, difficulties or simple laziness, however, for him to come back early meant something else. Tulon faced something he couldn't deal with on his own. At worst, it meant a complete failure of given task. At best, it was something that required General's personal attention. Either way, Onul would need to deal with it, and time was a precious thing for any ruler. Old dwarf looked at a pile of parchment sitting on his golden table. He didn't like the table; gold always was cold to touch. He liked what was on it even less – letters from and to nobility. Many nobles had to be convinced to approve his deals with dynasauri. He sighed and turned towards massive gold door that protected his privacy.

-Let him in. - General shouted to guards on the other side of the doors. Fist sized locks whirred quietly as guards opened the way for Tulon to walk in. Messenger walked in quickly and fell on one knee.

-I have news, sir.

-I figured that much from your early arrival. You were supposed to come back with diplomats I sent. The question is, are these good news you bring, or bad ones?

-That depends on your choice, sir. I left a man in my stead, so work continues if we'll ever require it. Local lands are being surveyed over there as we speak. However, while on my search for a perfect spot for new fortress, I found a thing that had to be reported without delay. It seems that merchants whom were transporting coal caravan hadn't all died at the hands of purple xelics. They chose to guard the shipment until a search party arrived to investigate their disappearance. For that purpose, they started a fortress in nearby caverns. They seemed eager enough so change their merchantilistic lifestyle for something closer to the ground though, and probably intend to stay to protect those roads from further attacks.

-So very nice of them, although that causes some diplomatic problems, as agreement with dynasauri is yet to be confirmed. How were the negotiations going when you left?

-Dynasauri are warriors at heart. The way they see it, they get a discount to various goods, and tribute of their choice in exchange for allowing best metalworkers around to move closer to them. As I was leaving, they were only arguing on some minor details. Deal is as good as done.

-Well, if anyone asks, that fortress got there after the deal. No need to mention anything about it to anyone who is not going there right now. As for the settlers you chose, they will join those merchants that are already there. I'll want you to go with the migrants though and tell their current leader that they have my blessing to build and prosper, as long as they trade with dynasauri. And should they seem reluctant to accept this blessing, remind them that during this time of peace our army has grown so very large. Before you go though, - General Onul pulled an emerald incrustured ring from one of his fingers, extending it to surprised messenger – you have done well, Tulon and I did promise you a reward. You'll be my special messenger, for more discrete tasks. You will be rewarded for as long as you continue your good work.

-Thank you, General. It shall be done by your will.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 12:13:37 pm**

Appreciation to the contributions! The relevant post has been updated.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 03:45:15 pm**

~~Oh shit, I got dwarfed? Why the hell did I not see that?~~
nevermind, for some insane and unknown reason I thought that my name was something else. Ah well.
Can I see my thoughts, kills, relationships, etc?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 03, 2013, 03:48:23 pm**

Quote from: Splint on December 03, 2013, 10:24:41 am

Actually his skills are what you'd expect of merchant, being appraiser, judge of intent, negotiator, persuasion, and due to being caravan master, a rank in leader as well. Currently has some carpentry and tanning skill as well.

Still okay with that and I will do Journals as well but I'll start after the next update.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 03:55:15 pm**

Funny you should mention an update. Just going to finish with some screenies and post a new one shortly.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 04:02:39 pm**

Wooh!

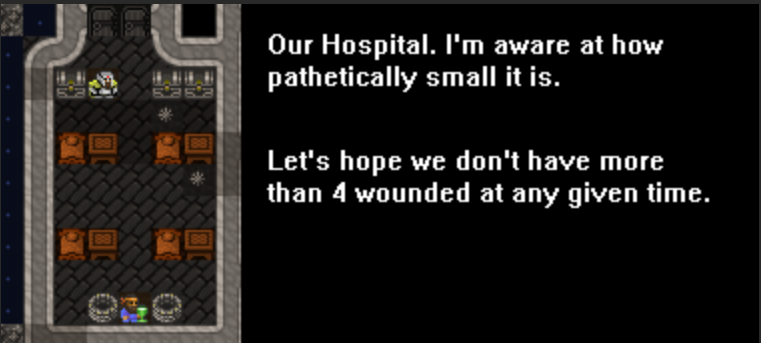
Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 04:07:39 pm**

7th Opal, 226

Liaison left today. Apparently the caravan master put in for lots of wood, ore, coal, and a couple boxes of manuscripts. Found hematite while the wood storage room was being dug out, so maybe Thor and I will have some actual armor by next winter.

8th Granite, 227

Happy new years journal, even if it's a week late. All's been going swimmingly actually! Last month most of us were finally moved into our apartments, though a few are still stuck in the hospital for the time being. Speaking of hospital, it has some wells finally! Still working on getting the occupied bedrooms doors though...



We also have a large...ish, storeroom dug near the surface for muntions, so marksdwarves will be nearly to the fight when they pick up

ammo, once we get fortifications raised that is.. Speaking of which, we've had the slopping parts torn out to keep xelics, goblins, or what have you from getting the drop on us too badly.

8th Slate, 227

Spotted migrants topside. Usual procedure I guess.

Anvil Swordplans Great Blacksmith, Weaponsmith, and Armorer.
Gallant Laudedtrade, Great glazer and competant macedwarf and husband of Anvil.
Chaosmaker Urgecopper, Great Weaver, novice Metalcrafter, Blacksmith, and Fisherdwarf.
Kel Tradebrightness, Competent Macedwarf and Great Shearer and Chaosmaker's wife,
Tholtig Stockadeurge, Great Glassmaker.
Morul Flashstaff, Great Suturer and Wound Dresser. Tholtig's Husband, and also bearer of one of the worst surnames ever. He'll be serving as our chief medical dwarf. Has a pet sugar beetle nymph.
Tiger Bodiceraw, Great Marksdwarf and Animal Trainer.
Dreamerghost Figureinked, Competant Axedwarf and Great Mason, husband to Tiger.
Olin Bulbousstockade, Competant Trapper. Assigned her to help with mining and farming, one we get to it.
Shiner Figurecontrols, Adequate Gemcutter. Olin's husband. Assigned him to help with farming as well.
Morgan Mobwound, Great Weaponsmith.
Tun Theatreswords, Grteat Milker, Adequate Bone Carver, and Husband to Morgan.
Their 10 year old son Frost Plainsrim.
Rivet Merchantdots, Great Blacksmith.
His wife, Solon Hoofboulders, and Herbalist of very meh-worthiness skill.
Feb Hollowbridge, Same practical skill set as Tiger.
Dezz Dyeattics, Feb's Husband and a Great Waxworker. Dunno what the hell we'll do with him. Maybe Militia.
Adil Apexroars, Furnace Operator and Aseaheru's neice.
Kat Worshippedfence, Great Brewer and... Why are there so many people who know how to fish coming here?
Her husband, Parson Raspbasements, A Great Bone Carver who happens to also be a Bone Doctor and Wound Dresser. I really hope those skills aren't directly connected. Has a pet bunny.
They have a four year old daughter named Midnight Minebitten.
Alath Ownedmerchants, Axedwarf and Wax Worker.
Dornan Circlepillars, Great Gem Setter
His "most lovely gem," as he put it, is his wife Fikod Cobaltstand, an Animal Caretaker with some unarmed training, probably from having to hold down uncooperative patients.
They also have a four year odl girl named Carnelia Patternshield
Domas Claspcontained, Tanner and now Professional Infantrydwarf, as I've asked him to join Thor's squad.
Ingish Moistenedlance, Great Stonecrafter and runner up for worst surname ever.
Thikut Plugedgears, another Great Weaver and wife of Ingish.
Their nine year old son, Glasseye Riddlerings
Dala Workkissed, Woodcrafter and daughter of earlier arrivals. She must be here to make sure her parents are ok since they were in our caravan.

Also arrived with them were two yak calves and a stray piglet.

Jeeze, that's one hell of a population spike if I'm reading the old count right... From 19 to 49!

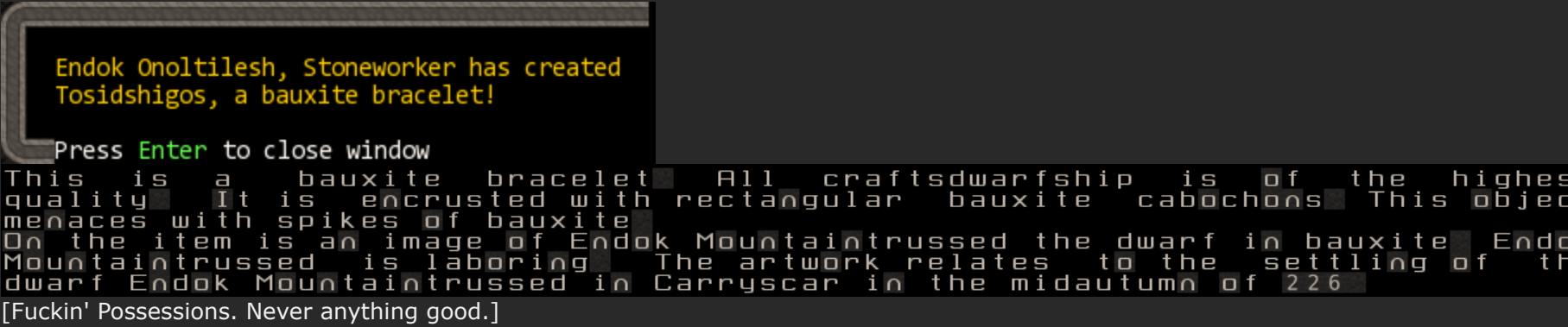
14th Slate, 227

Endok started shouting some kind of deranged black speech. The only thing we managed to make out in whatever the hell she was saying was something about a craftsdwarf, so we assumed Endok wanted one of those, since we'd just taken down the one topside after we stored all the leftover ammo in it.

Once it was up, she absconded with a a boulder and locked glares hatefully at everyone who passes when she isn't muttering something.

19th Slate, 227

Endok finished her weird little trinket.

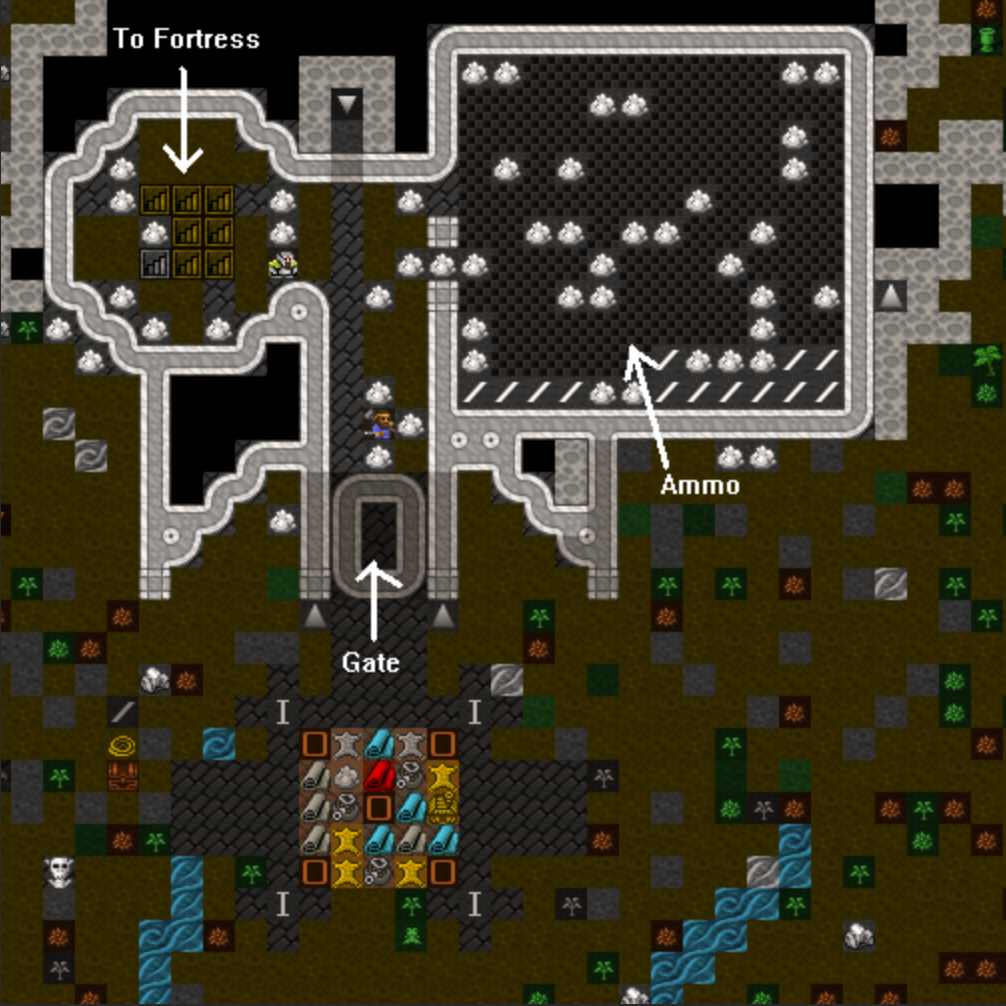


I personally don't care for it. Frankly it seems a little narcissistic and a shield or table would have been better. Endok of course proceeded to try to jam it down my throat, saying "I BET YOU CARE ABOUT IT NOW!" As she caught me off guard (having followed me almost to my room before leaping on me,) I had to count my blessings that Thor was close by. I was actually choking on the damned thing while Endok walked off looking angry because I insulted the stupid bracelet, so he hit me in the gut with his work hammer and that made me cough it up.

Rotten bitch.

27th Slate, 227

Finished our main entrance for the most part, just need to get the gate hooked up to the lever we put in the dining hall.



Nuri also gave birth to a boy today! His name is Charger Oarsizzled. Our physicians weren't too pleased at having to clean the afterbirth up in the dining hall though.

→`Nuri Al-Gnat' Zanegmeng, Hivemaster has given birth to a boy.

Also Zacen had me pick to people to take care of bookkeeping and management so I grabbed the new arrivals Dala and Ilral, with them taking the respective duties. Ilral still needs a table though.

14th Felsite, 227

Spotted treehumpers outside. I'm uh.... Not sure I want to trade with them.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 03, 2013, 04:41:41 pm**

I'll take Anvil Swordplans, if you don't mind. (That is an amazing name for a metalworker like that!). If you don't mind I'd like to look at her profile before deciding anything else about her.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 04:45:22 pm**

Certainly, lists modified and I'll get you a profile shortly, if my usual image hoster doesn't fuck me dry again.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 04:55:53 pm**

Ah, can I see mine too? Or is it getting worked on allready?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 03, 2013, 05:04:58 pm**

I'd like to see my profile too. Also, is this migrant wave considered remainder of caravan survivors or are they official settlers from Mountainhomes?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 05:12:29 pm**

Sure thing. Imagehosting is still being finicky so I'll save my progress with the next update and try restarting my computer, since it might be something on my end. And settlers, as a home caravan found us and reported our location and all that. Officially that means the caravan had 19 survivors.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 05:15:16 pm**

Big caravan.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 05:26:09 pm**

Yup. That was the idea. Send an important shipment with a large caravan. Also the entrance pic was finally added, so have a look, tell me whatcha think of it for such a rinky dink thing.

Profiles! Seems it was something on my end.

Anvil, for Mephansteras

Anvil Dastotsil has been quite content lately She talked with the spouse lately She admired a fine Table lately She is married to Gallant Laudedtrade She is a citizen of The Gravel of Prisons She is a member of The Axe of Autumn She is a former member of The Clean Cloisters She arrived at Ozkakurrith on the 8th of Slate in the year 227 She is one hundred one years old born on the 1st of Granite in the year 126 She is average in size Her hair is wavy Her very long hair is neatly combed Her narrow head is extremely tall She has a low voice Her ears are broad Her hair is amber mixed with gray Her skin is copper Her eyes are emerald She is almost never sick and indefatigable Anvil Dastotsil likes native gold bismuth bronze white opal rhinoceros hide the color dark scarlet war axes targets gloves grates and puzzleboxes When possible she prefers to consume giant anaconda and dwarven wine She absolutely detests large roaches She has a great feel for the surrounding space very good creativity and the ability to focus but she has a shortage of patience bad intuition a large deficit of willpower a poor memory and a lack of understanding of social relationships She is often nervous She is self-conscious She can handle stress She is compassionate She is confident She talks to herself when she's angry She needs alcohol to get through the working day

A short sturdy creature fond of drink and industry

Aseaheru, for Aseheru of course.

Aseaheru Rutoderith has been ecstatic lately He dined in a legendary dining room recently He admired a very fine Bridge lately He slept in a very good bedroom recently He was forced to talk to somebody annoying lately He has complained of the lack of a well lately He admired own fine Bed lately He has been satisfied at work lately He is married to Medtob Cryptdawned He is the son of Kib Grottodiamonds and Tobul Craftshonors He is a citizen of The Gravel of Prisons He is a member of The Axe of Autumn He is a former member of The Pillar of Craft He is a former member of The Sweltering Works He is a former member of The Lined Quakes He arrived at Ozkakurrith on the 28th of Malachite in the year 226 He is one hundred fifty-eight years old born on the 7th of Galena in the year 69 His sideburns are clean-shaven His very long moustache is arranged in double braids His very long beard is arranged in double braids His very short hair is neatly combed He is short His teeth are widely-spaced His somewhat short small-lobed ears are extremely narrow His emerald eyes are slightly rounded His skin is copper He is very slow to tire but he is susceptible to disease Aseaheru Rutoderith likes gneiss adamantine bloodstone dragonfly chitin the color rust squares fist spikes and bark scorpions for their pincers When possible he prefers to consume donkey hagfish and dwarven wine He absolutely detests blood goats He has a great deal of patience but he has little willpower a meager kinesthetic sense and really poor focus He never feels discouraged He only rarely feels strong cravings or urges He is somewhat reserved He is assertive He loves a good thrill He isn't given to flights of fancy He tends not to openly express emotions He prefers familiar routines He is slow to trust others He is candid and sincere in dealings with others He doesn't like to compromise with others He is immodest He is organized He strives for excellence He blows his breath out when he's annoyed He needs alcohol to get through the working day He likes working outdoors and grumbles only mildly at inclement weather

A short sturdy creature fond of drink and industry

And Dreamerghost, for DreamerGhost.

Dreamerghost Yutoklikot has been quite content lately He admired a very fine Bridge lately He is married to Tiger Bodiceraw He is a citizen of The Gravel of Prisons He is a member of The Axe of Autumn He is a former member of The Windy Crafts He is a former member of The Lined Quakes He arrived at Ozkakurrith on the 8th of Slate in the year 227 He is sixty-nine years old born on the 1st of Granite in the year 158 He is corpulent His sideburns are clean-shaven His very long moustache is arranged in double braids His very long beard is braided His medium-length hair is arranged in double braids He has a low voice His small-lobed ears are broad His emerald eyes are slightly wide-set His skin is copper He is very agile but he is really slow to heal Dreamerghost Yutoklikot likes mudstone elementium storm crystal throwing axes amulets animal traps cats for their aloofness and pixies for their intricate aerial dances When possible he prefers to consume flounder and rum He absolutely detests rats He has a great kinesthetic sense a natural ability with music very good creativity a lot of willpower a good memory and a good spatial sense He has a very calm demeanor He can handle stress He does not have a great aesthetic sensitivity He likes to try new things He is very willing to compare himself favorably with others He is occasionally given to procrastination He speaks very deliberately when he's annoyed He needs alcohol to get through the working day He does not mind being outdoors at least for a time

A short sturdy creature fond of drink and industry

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 05:33:35 pm**

Can I see his relations and his spouse's thoughts too?
I really hope they can pop out a kid for when he dies of old age.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 05:40:00 pm**

Since nearly all his relations except for Dala (his neice) are white, it's pretty much irrelevant. He is friends with most of the starting seven, Nuri, and Maskwolf but has a grudge with their oldest son and someone else. I'm assuming most of his family save his own siblings are dead.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 03, 2013, 05:54:01 pm**

Thats a pain. Whats Dala looking like? Ill probally shuffle my possessing self over to her if I die.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 03, 2013, 06:01:49 pm**

Nifty.

Nickname Anvil Bronzeweaver. Her main focus, of course, is on getting the forges up and running. Since it sounds like we have everything

we need for a blast furnace, she'd like to get that build as soon as possible. A crucible for interim steel making will work for now, though.

Please give her Architecture as well so that she can help out with building layouts and the like.

Overall, I think she'll be very quiet and uncertain when dealing with issues outside of metalworking, but will take charge whenever smithing is involved.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 03, 2013, 06:48:27 pm**

The diary of Maskwolf, entry 2
Nuri gave birth today! I'm so glad we managed to find this fortress before the baby came. I was worried about here all the time we were traveling, dreading what would happen if she gave birth before we found a new home. Now we have another child to care for. I can't wait until he is old enough for Terrahex to play with, it will really take the strain off of us of watching him every minute. He's an adventuresome boy, much as I was in my youth, but in a land such as this that impulse could get him killed. As I have no useful skills to offer the fortress, I am going to request to join the guards, to protect my family should anything try to harm them. At this task, I will not fail. We almost died when the violet xelics attacked our home, and I cannot let my wife and children be in that much danger again. I will protect them with my last breath: I would expect no less of myself.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 06:56:08 pm**

Well then, I seem to have a sparring partner. Guess I'll toss up a temporary training area and get you some basic gear to tide you over until the forgeworks are built.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 03, 2013, 09:14:53 pm**

[Spoiler: First Journal](#) (click to show/hide)
Zacen's Journal: Entry 1

This fort has to be one of the most haphazard I have ever seen. I have been forced to do menial labor because apparently we don't have a large enough labor force, or should I say we didn't. Do these people not understand that my job is to organize the trading I like figuring out how much i can sell something for and arguing for good prices it's a mental challenge. Not like this carpentry or tanning or any of the other random jobs I have been forced into. I hope they soon see my true value.

For the record can I see my profile as well? Also is that journal good?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 09:19:22 pm**

Well, considering Zacen was set up as the caravan master and the cave was his/her (I forget on the gender,) idea dn it was decided to dig in by vote....

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 03, 2013, 09:22:49 pm**

[Quote from: Splint on December 03, 2013, 09:19:22 pm](#)
Well, considering Zacen was set up as the caravan master and the cave was his/her (I forget on the gender,) idea dn it was decided to dig in by vote....

Oh I don't deny that he/she probably gets respect I'm more writing as someone who almost reaches hypochondriac levels of (apparent) disrespect. He/she will (assuming nothing ever kills him/her) eventually grow out of it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 09:30:45 pm**

Ohhhh, I getcha. Well let me update the contributions and wait out a loony glassmaker in a masterwork fort and I'll hook you up with a profile screenie.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 03, 2013, 10:51:17 pm**

Here ya go Zacen.

Zacen Leromtun has been ecstatic lately. She dined in a legendary dining room recently. She slept in a very good bedroom recently. She ate a pretty decent meal lately. She admired a fine Table lately. She has complained of the lack of a well lately. She has been satisfied at work lately. She admired own fine Door lately. She is a worshipper of Limar and a casual worshipper of Kerlig. She is a citizen of The Gravel of Prisons. She is a member of The Axe of Autumn. She is the expedition leader of The Axe of Autumn. She arrived at Ozkakurrith on the 1st of Granite in the year 226. She is sixty-seven years old, born on the 22nd of Sandstone in the year 160. She is corpulent. Her nose bridge is concave. Her nose is broad. Her hair is clean-shaven. Her broad flattened ears are extremely tall. Her emerald eyes are somewhat narrow. Her skin is copper. She is strong and tough, but she is susceptible to disease and very slow to heal. Zacen Leromtun likes cassiterite, verdant bronze, tigereye, llama wool, the color fern green, hand axes, and toy axes. When possible, she prefers to consume moon snail, guppy, crowberry, schnapps, bumblebee royal jelly and unknown seeds. She absolutely detests snails. She has a good intellect, but she has meager creativity and a really bad memory. She is self-conscious. She is relaxed. She is eager for new experiences. She is slow to trust others. She is candid and sincere in dealings with others. She lacks confidence. She strives for excellence. She takes time when making decisions. She needs alcohol to get through the working day and is starting to work slowly due to its scarcity. She likes working outdoors and grumbles only mildly at inclement weather.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 04, 2013, 12:42:20 am**

From the personal log of Lizard Raptorwire, chief construction worker:

It's absurd! A while ago Endok wasted a whole bauxite boulder on some useless little trinket! That was an unsaid unefficiency! I sent a report to Splint, but still haven't received an answer.

On the other news, I've been doing some dirty jobs recently. Mostly hauling stones and helping the farmers, but also some honest building work. I suggest that we build a marksdwarf tower, because the violet xelics might attack us again.

OOO note: Can I see my profile as well?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 04, 2013, 01:51:50 am**

Sure thing, I'll get it for you shortly. Probably should have thought of this before honestly.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 04, 2013, 02:26:42 am**

Ask and ye shall receive Monitor

Lizard Razotshorast has been happy lately. She dined in a legendary dining room recently. She admired a fine Trade Depot lately. She slept in a very good bedroom recently. She has been satisfied at work lately. She has complained of the lack of a well lately. She is a citizen of The Gravel of Prisons. She is a member of The Axe of Autumn. She is a former member of The Glad Razor. She arrived at Ozkakurrith on the 15th of Sandstone in the year 226. She is seventy-three years old, born on the 1st of Granite in the year 154. She is corpulent. Her very long hair is braided. She has a low voice. Her slightly flattened tall ears are broad. Her head is tall. Her nose bridge is somewhat concave. Her eyebrows are quite long. Her emerald eyes are slightly rounded. Her hair is amber. Her skin is copper. She is incredibly tough, but she is very slow to heal. Lizard Razotshorast likes satinspar, military manuscript, crate, rubicelle, highwood, wood, clear glass, cotton, fiber, fabric, crosses, and giant skunks for their foul smell. When possible, she prefers to consume ostrich, sun berries, bumblebee mead, and dwarven sugar. She absolutely detests purring maggots. She has a way with words, but she has meager creativity, a poor kinesthetic sense, a large deficit of willpower, and very bad analytical abilities. She likes to try new things. She is candid and sincere in dealings with others. She is compassionate. She tenses up when she's nervous. When greeting others, she always smiles nervously. She needs alcohol to get through the working day.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 04, 2013, 02:04:16 pm**

Read my dorfs description. I look like a biker/metal fan with preference for stronger drinks. Now imagine my dorf on a motorcycle with black leather jacket, epic beard and mustache and all that. Stats fit my story role almost perfectly. As an ageless crature, im kinda suposed to have calm demanor and good mind. Only thing off would be healing speed, as shapeshifters should heal rather quickly. I'll just write this off to overdoing with all the blending in.

Spoiler: Journal of Dreamerghost Part 2 (click to show/hide)

Thank Armok for making dwarves so very afraid of being forgotten. From lowest beggars to highest kings, everyone caries a journal and writes about their whole life in it. Those who can't write draw their lives as well as they can. They all do it for sole reason being that if they happen to die alone, anyone who wanders up to their corpse could know who exactly died right here. This silly trait of theirs has saved my skin today.

I thought unusual for a book to be in a battlefield, so I picked it up to investigate it's contents. It turned out to be a diary of sorts, belonging to dwarf I just ate. Few pages in, I noticed a very important detail, something that you really wouldn't expect from a looter. A wife. After swallowing down a torrent of curses, I focused on reading further. Turns out she is really good at shooting crossbow. Crap. She also is good at taming animals. To train animals you need to be good at noticing body language, something that I had almost no hope of mimicking convincingly alike to her ex-husband. All the more reason to join those dwarves going far away from here. Depending on how you look at this, It was either my luckiest day, or the most misfortunate one.

After a few phrases with the dwarven group, I found out that they were going to build a new fortress somewhere close to dynasauri lands. It was even better than I expected. I thought that they were merchants, doing their yearly trip around towns, but a new fortress meant that I could get out of here for good. And then she came. My "better side" had been drawn to all this commotion. Her keen marksman eyes selected me out of the crowd. "Hey, Urist! Urist, over here" My heart fell through my stomach. I knew she was calling me, because my "beloved's" description in Urists diary matched her perfectly all the way to earrings she was wearing. Her name, according to same source was Tiger. Strange name for a dwarf, I had even initially assumed it was a nickname, but I found no other name meant for her, so I responded with that. "Coming Tiger, hold on a just a second." As soon as I got through a small crowd gathered to watch settlers leaving, she grabed me in a hug that could rival a bear. "Trying to run away from me with these travelers, were you Urist?" she said jokingly. "Well it's not going to work. Who are they, by the way" After explaining to her that they were settlers going to build a new fortress next to dynasauri and human lands, I chose the only remaining course of action that could result in getting out of this city. I invited her to go with me. "Join a official fortress? You were a city dwarf all your life Urist, and so was I. Besides, we are not very skilled in crafts of any sort. You are a good mason, but that is not as popular a profession as it used to be. And I train animals that only rich and stupid are interested in." Those were fine arguments, but I had my own. "But that's exactly it! Masonry is still needed for construction, and this is a new fortress, building will be abundant. And you could train animals for war, I have seen that tiger you trained for that old hunter. Besides, this fortress is going to be built on borders of humans and dynasauri, in a middle of violet xylocy raiding zone. Extra militia will certainly be handy. We could even make a name for ourselves as heroes, great and wealthy defenders. This is our chance." She was reluctant to leave her native town, but prospect of wealth and glory tempted her. In the end, since I hadn't asked caravan leader (some guy with a fancy emerald ring) if he would even allow me to join his party, we decided to go if he would let us. Luckily for me, he was considering hiring some guards to help protect large number of civilians going with him. Once we informed him that we were capable fighters, we were instantly allowed to join, and even offered a beer for the occasion. I like flounder, or, if possible to get, rum, but I didn't mind beer one bit. Now the only matter was to change my name in a way that Tiger wouldn't get suspicious. Divine intervention sounds good. I know how to fake temporary madness and fever quite well.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 04, 2013, 06:45:23 pm**

I find it hilarious that as if to mock me my dwarfs profile happens to have "She has been satisfied at work lately." although in turn she is self-conscious (no matter how I look at it that looks spelt wrong), is slow to trust others, lacks confidence and strives for excellence. All of which fit a tad better but really that first one is mocking me.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 04, 2013, 10:00:03 pm**

Not sure I get the joke. Updated contributions with Dreamer's latest addition.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 04, 2013, 11:52:19 pm**

Quote from: Splint on December 04, 2013, 10:00:03 pm
Not sure I get the joke. Updated contributions with Dreamer's latest addition.

If you mean about what I said about it mocking me I mean in reference to my Journal. As in there all she does is bitch about work but the profile makes it very clear in game that she's loving work. Not the greatest (or even good) joke but it's there nonetheless.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 01:34:40 pm**

So guys. Regular elves brought a tigerwoman in a cage. We have virtually nothing to trade.

Shall we slay them and free the captive/take their shit for ourselves when they try to leave (I don't want to risk upsetting the high elves by accidentally attacking them)? Vote now!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 05, 2013, 01:39:22 pm**

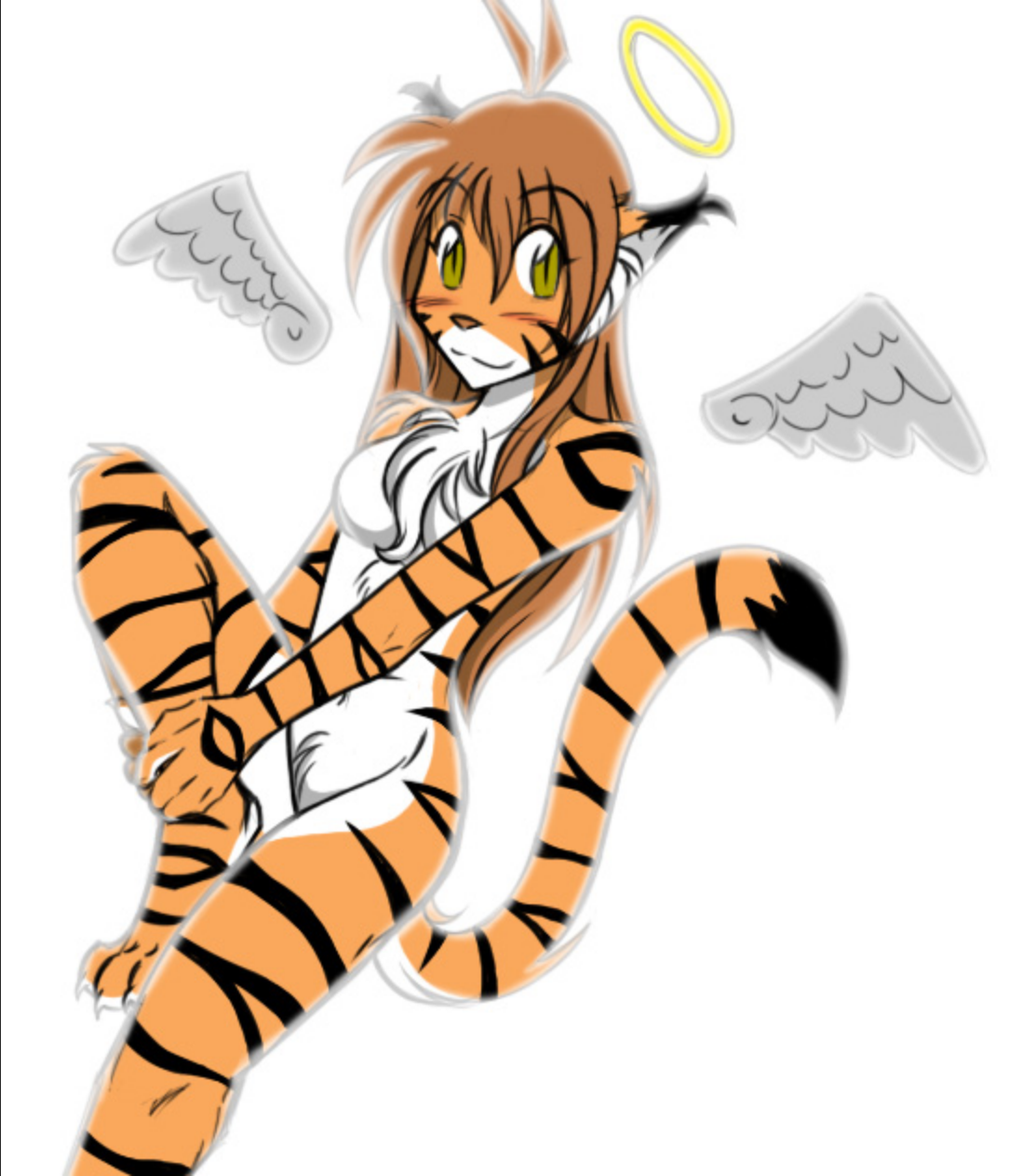
Quote from: Splint on December 05, 2013, 01:34:40 pm
So guys. Regular elves brought a tigerwoman in a cage. We have virtually nothing to trade.

Shall we slay them and free the captive/take their shit for ourselves when they try to leave (I don't want to risk upsetting the high elves by accidentally attacking them)? Vote now!

Hmm. Other option would be to quickly smelt some ore and try to whip up some decent crafts to trade for her. How much does she cost?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 05, 2013, 01:46:23 pm**

Spoiler: The tigerwoman (click to show/hide)



Thats flora from webcomic twokinds made by Tom Fischbach if you wanted to know.

THOU MUST SAVE HER BY WHATEVER MEANS NECESSARY

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 01:50:31 pm**

Quote from: Mephansteras on December 05, 2013, 01:39:22 pm
Quote from: Splint on December 05, 2013, 01:34:40 pm
So guys. Regular elves brought a tigerwoman in a cage. We have virtually nothing to trade.

Shall we slay them and free the captive/take their shit for ourselves when they try to leave (I don't want to risk upsetting the high elves by accidentally attacking them)? Vote now!

Hmm. Other option would be to quickly smelt some ore and try to whip up some decent crafts to trade for her. How much does she cost?

I don't rightly recall, but the ores we've found so far are largely weaponsgrade (either copper which is crap for trade goods or iron which is too valuable to our military,) and it'll take a little bit to get enough fuel to throw up some gold crafts to trade, as we hit a vein of the stuff recently.

Well I take the following information as a very good omen.

Anvil forged the first weapon made on site, a bronze falchion. Specifically a masterwork bronze falchion. First weapon we make and we get a masterpiece? I think there's a reason our civ hasn't fought a declared war in it's 200+ year history.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Icecoon** on **December 05, 2013, 01:55:49 pm**

I would like to be dwarfed too, maybe you forgot. Rakust Icecoon, brewer. :)
It looks like a very good story so far. ;)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 05, 2013, 01:57:35 pm**

Hmm...but didn't we bring gold nuggets with us? We can smelt that and use the bars to make some golden items. We've enough metalworkers in the fortress to make that a pretty quick task if you give them the appropriate labors and disable everything else. We don't have any particularly skilled Metal Crafters, from the look of it, otherwise I'd say make Goblets. But we've got some good Blacksmiths, Weaponssmiths, and Armorers. Hmm...in fact, we could give them some Ceremonial Gold Long Swords or somesuch. Those would fetch a very nice price.

If we've got some stone blocks you can throw together a Charcoal Furnace easily enough, and that'll let you make charcoal quickly so that that smelting and forging won't take too long.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 02:00:18 pm**

I probably did Icecoon.

And we did, but that was still topside in the wagon. The stuff we mined is already in the stockpile waiting to be smelted, but we also found some platinum and that's already being made into goblets. We might be able to trade with the elves this year, but it's already half way through hematite, so I doubt it. but the humans and silver xelics will get some nice stuff otherwise.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 05, 2013, 02:02:11 pm**

Quote from: Splint on December 05, 2013, 02:00:18 pm

I probably did Icecoon.

And we did, but that was still topside in the wagon. The stuff we mined is already in the stockpile waiting to be smelted, but we also found some platinum and that's already being made into goblets. We might be able to trade with the elves this year, but it's already half way through hematite, so I doubt it. but the humans and silver xelics will get some nice stuff otherwise.

Ah. Well, always good to get stuff stockpiled in preparation for useful things. Would be nice to get some really high quality elemental bars or equipment off the xelics if they bring any.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 02:07:58 pm**

Usually I have my base forgeworks up well before spring rolls around, so honestly this was a little embarrassing for me when they showed up and I realized I'd forgotten to smelt anything to make trade goods (usually my exports always consist of a mix of used clothing, ill fitting attire and armor, looted metal shields, and metal crafts.)

I'm also going to set Anvil up with her own forge. Seriously, that masterwork weapon astounded me and is clearly a good omen.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 05, 2013, 02:17:45 pm**

Good omen indeed. Looking forward to seeing what else she makes for the fortress.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 03:17:02 pm**

15th Felsite, 227

Spotted wagons, which I thought was strange, until I noticed the banners nailed to the sides as they got closer. High Elves have come to trade as well, and quite frankly I can forgive their snobbishness since they don't get all bent out of shape over bone trinkets. Since we don't have much of anything to actually trade, we're gonna have to throw up a makshift forge and furnace, and use some of the lignite on site until we can verify that we have permission to use the coal from our shipment.

22nd Felsite, 227

I told the merchants we may not have anything to trade. They seemed disappointed, but said they'd set up shop anyway, in case we managed to get anything to sell made or had any questions.

A forgeworks has been pretty hastily but well built, with Thor and Anvil working together and putting the furnaces and forges up themselves; We have a basic forge of course, two smelters (we've gotten many mineral windfalls,) a finishing forge, charcoal furnace (to supplement our huge reserves of natural coal in both forms and when we accidentally burn through what we have available,) and a crucible. While we may not be able to trade this year with the high elves (I'm sincerely tempted to slaughter the wood elves to help the tigerwoman they have captive,) but I couldn't care less about the tree humpers.



26th Felsite, 227

Wrote up some standardized uniforms and some notes below. Note to self: Remember to post these on all barracks walls.

Blade, Hammer, Axe, Mace, and Speardwarves: Heavy plate over chain with hooded cloaks and heavy tower shields. Anyone in these units is going to have to train harder but they'll be able to wade through much of what the goblins and xelics can throw at them.

Marksdwarves: Leather over a full suit of chain with plate gauntlets and boots and wooden ranged weapons. Lightly armed and armored. I figure than can scatter if things go south and the lighter gear will let them fire faster (I hope anyway,) while providing a decent standard of protection.

Skirmishers: Leather armor over a chain shirt and leggings, with plate boots, spear, and targe. Anyone who ends up in these units I won't lie to, they'll probably die. But I've seen what hastily raised militias of lightly or unarmored speardwarves can do and if drilled sufficiently, they'll make up for in speed and skill what they'll surely lack in staying power. They'll probably be assigned to actual patrols and be tasked with slowing down enemy forces for the rest of us.

I imagine skirmisher duty will likely end up the equivalent of a death sentence though. They get knocked down or their legs get disabled, and chances are it'll be curtains for them.

8th Hematite, 227

→`Anvil' Dastotsil has created a masterpiece!
The Hive Warden Kel Nishshin has organized a party at mica Table.

Unbelievable. I told Anvil to make a flachion, and she went above and beyond. The first weapon forged here and it was a damned masterpiece! I'm honestly jealous of whoever gets to use it. I felt it and... My gods, it was just perfect! The grip felt right, the weight and swing.... I mean just wow....

Anyway, Kel felt it worthy of celebration, so I'm going to go to the party he's set up. Sure there's only cooked meat and water, but still the chance to socialize a little is always nice since by year's end I plan to start training religiously for battle.

17th Hematite, 227

Found some black bronze in the depot from the xelics last year. With that we were able to secure the tigerwoman's freedom, as well as purchase metal bars from the high elves, specifically enough bronze to make some more swords. The Tribal says her name is Selore Eldecilole, and she and many of her kin had been captured in a brush war with the elves. She admits the name was given to her by the elves, but she finds it more elegant than her old name of Raska.

20th Hematite, 227

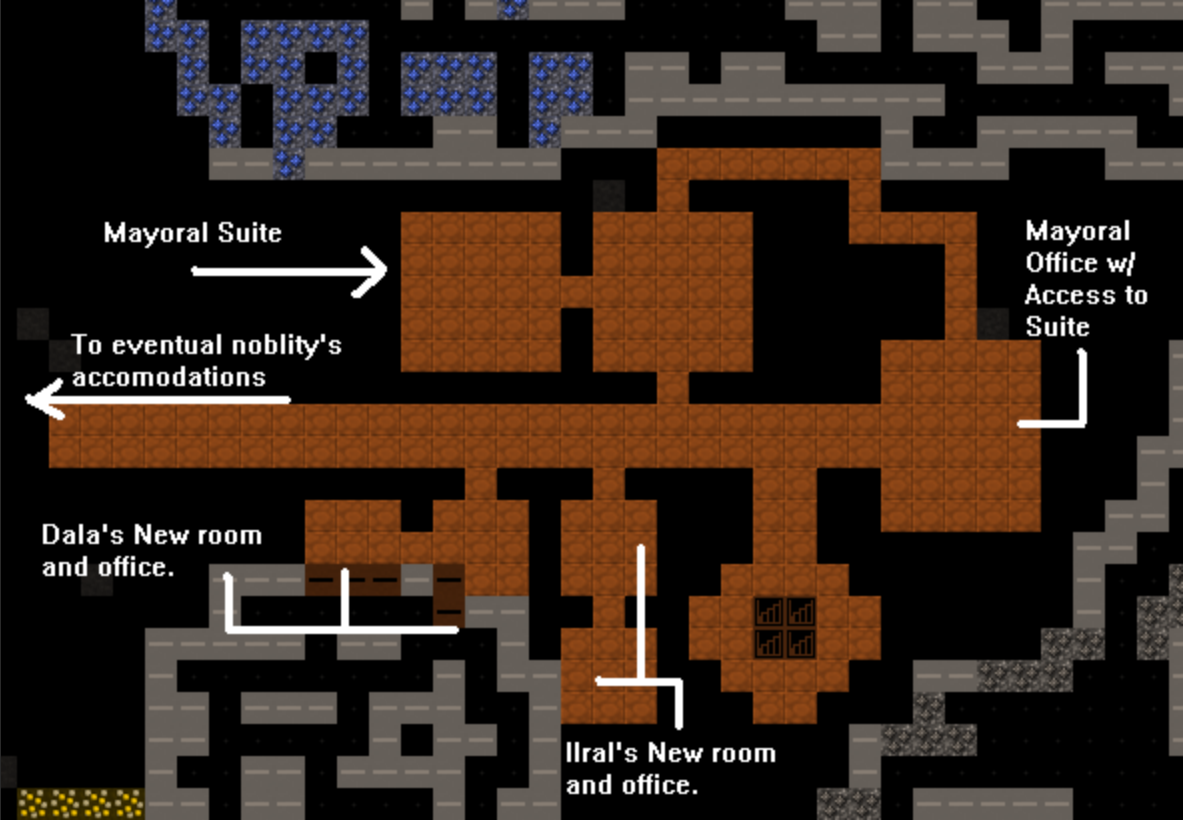
The elves have all departed, and in this case it's unfortunate. We're officially out of booze and I we've yet to check for empty barrels.

22nd Hematite, 227

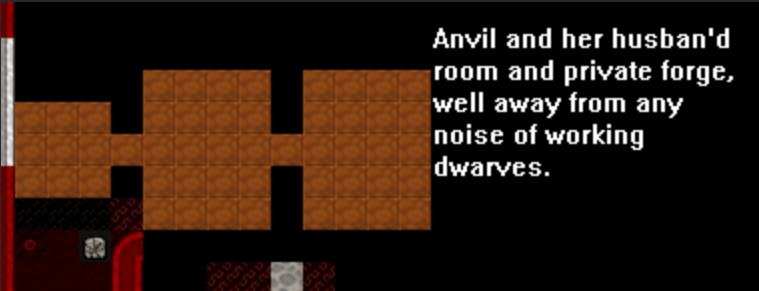
So apparently we have a mayor. Since when did we even hold an election!?

23rd Hematite, 227

Beds have been set up, still need doors. Married couples and children are getting preferential treatment, since they'll need less space together and need better protection respectively. I also took the liberty of drawing up some plans for a new administrative area above the housing complex.



Also the others decided in honor of our first masterwork weapon, the maker (Anvil,) deserves nicer room and her own forge. I drew up a mock up for those and she didn't seem disapproving.



So there's another update! We did manage to rescue the tigerwoman so now we have a new mascot, we got a fuel driven metalworking center, and apparently Selore actually influenced an election taking place (until she was cut loose we still had Zacen in charge.)

Good omens abound while bedrooms are furnished and weapons forged. Firecrazy got himself a nice new metal crossbow as a badge of office being our marksdwarf sergeant.

Taking all bets on a disaster in the near future.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 05, 2013, 03:50:07 pm**

Sounds like things are going quite well!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 05, 2013, 03:51:08 pm**

Too busy to make a journal today, probably will be the same tomorrow.
Nice to see you got the tigerwoman though. Does she count as a pet or as a sentient?
I bet on a forgotten beast with a syndrome.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 03:59:42 pm**

They aren't listed as citizens due to having the pet tag, but they are sentients and can potentially influence elections as a result of socializing with others.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 05, 2013, 04:31:50 pm**

An unofficial citizen then. Good to know. Try to not get her killed.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 05, 2013, 11:08:48 pm**

So who did become mayor? I don't think you said during the update.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 05, 2013, 11:11:18 pm**

Endok, the one who made the bracelet, got the win apparently.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 06, 2013, 05:07:59 am**

From the personal log of Lizard Raptorwire, chief construction worker:

Un-friggin-believable! Today I was informed that Endok, who showed his utmost incompetence by wasting presious materials, has won the mayoral election! Also, now we've got a new citisen - a large humanoid feline! Her name name is Selore. She walks around half-naked, which is rather disturbing. I bet Splint likes that tigerwoman for her ~~large-furry-breasts~~ kindness. How did she not win the election?

21st hematite, 227

Decided to put that Tigerwoman to use.

-There appears to be a ripped sheet of paper in the journal, with a list of names. Clearly whoever wrote it was of unsteady hand or hadn't been literate for very long, but they at least knew how to spell properly.-

Titus Bravegranite, Great Carpenter
Ferro Brunedoils, Vermin Dissector, Taken as warrior
Roach Fulllabor, Great Hive Warden, Wife of Ferro
Vect Dyemrge, Lye Maker, Of skill with Mace
Mosus Narrowrags, Great Gem Setter, Husband of Vect
Bomrek Faithmirrors, Son of Vect and Mosus
Kestrel Helpedochre, Great Wax Worker
Rith Boatled, Great Bow Maker, Of skill with Mace. Husband of Kestrel
Darko Hatchettest, Son of Rith and Kestrel
Rovod Relivedhammer, Great Woodcutter
Solon Paint Catch, Great Counter of Things, Of skill with Pumps.
Cerol Roarroof, Great Jeweler
Reg Bellstrap, Great Woodworker

Stray mooing food calf.

-
Well, at least she can write, but clearly the term "Cow" was beyond her.

21st Malachite, 227

Mistem and Minkot must be happy, Mistem just went and gave birth to a boy they named Urvad Blowinghelm. Oh, and Endok mandated bracelets. Fucking. Bracelets. I talked it over with some fo the others and as soon as the accomodations are done I'm going to shove a bracelet down Endok's throat and tell him to stuff it and put Zacen back in charge.

10th Galena, 227
Zacen's back in charge, and we got her situated with a bed and office as soon as we could. We finally have booze again after... Only Amas knows how long. We'll suck it down nearly as fast as we'll get it, but that's ok.

Anvil and her husband finally have their own room and Anvil has her private forge. Set her to making some steel short swords and wrought iron helmets. Amas knows we need them.

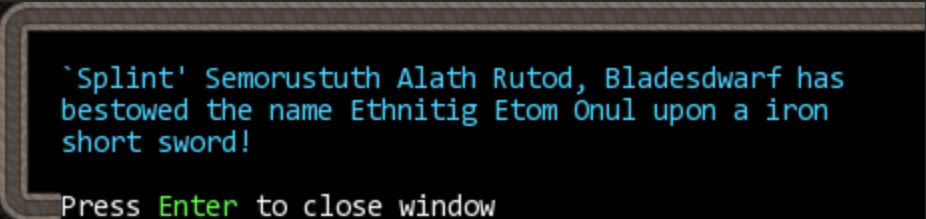
12th Galena, 227

Xelics. Silver ones, which astounds me, coming from thier lands to the east. So I'll assume nobody found out about what happened last year.

13th Galena, 227

Bugbears are in the area.
Snatcher! Protect the children!
A large hairy humanoid. It lives in the woods of the world and raids surrounding civilizations for the goods it lacks the skill to create itself.

No matter. This one didn't even put up a fight, not that it could with both arms and a foot chopped off. Stomped it's skull into paste. However, in honor of it drawing first blood against would-be raiders, and the great beast it felled, I have decided to name my blade: Ethnitig Etom Onul "Shutbite, the Innocence of Mirroring."



None will take this blade except by prying it from the grasp of my corpse.

15th Galena, 227

Humans on the west horizon, likely coming out of Dyansauri lands. A welcome sight.

-
The humans said they thought we attacked them on the way in. I told them we'd never do such a thing, especially on their first visit to our settlement! I went to investigate the body, to see if one of our own had been a traitor.

And... They were, but not a traitor of The Gravel of Prisons.

Snatcher! Protect the children!
A short sturdy creature driven mad by the taint of chaos.

More than two centuries ago, we'd lost contact with a neighbor to the far north, a great dwarven nation and often the other end of Gravel caravan routes. The Hardy Castle was its name, and many weapons forged there are still in use by the capital's royal guard. When caravans belonging to merchant companies like Autumn Axe and Hammerhill started to go missing when they got to The Hardy Castle's holdings, we feared it'd been overrun by violet xelics or goblins.... But this dwarf... Her eyes are bloodshot, she's unkempt, and seems to have filed her teeth to fangs... And her helm, dagger, and bag all bore the dark mark... The mark of those who've turned their backs on their fellows, on rational thought, on simple sanity, not because a great work could not be made or due to a near unending stream of tragedy befalling, but by choice or coercion...

I can only suspect that they may have found something that no dwarf was meant to see or know.

So, here's another (short) update! The civ screen indicates we have a huge number of snatchers/thieves nearby, among them possibly the most to be feared, chaos dwarves. Good thing we got the forges built, now we just need to finish building fortifications.

Note: Amas is a dwarven deity that is part of the myths of The Gravel of Prisons. Amas is most often depicted as a female dwarf, and she's associated with mountains, caverns and metals and is Splint's sole deity.

Relevant posts updated as well! Seriously appreciate all the lovbe you guys are giving this thread! :D

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 06, 2013, 01:42:35 pm**

Good thing you were already planning on relying on military might and not traps. Chaos dwarves ignore those as readily as dwarves, which makes them hard to keep out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 01:45:51 pm**

Quote from: Mephansteras on December 06, 2013, 01:42:35 pm
Good thing you were already planning on relying on military might and not traps. Chaos dwarves ignore those as readily as dwarves, which makes them hard to keep out.

The very existence of the [TRAPAVOID] tag is why I only make use of traps in choke points and outer corners of fortifications. Plus, well, it's more satisfying having home raised legends of battle wade through scores of enemy infantry.

Not trying to live vicariously through my little digital dorf soldiers, I swear.

EDIT: Legends Viewer has allowed me to see our current king.

He's fucking 14. The previous queen died right after he turned 12.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 06, 2013, 03:27:36 pm**

The following passage is written in a small notebook bound in elk bird leather. Most of it's pages are covered with doodles and schemes, but it's contents also include some journal entries.

From the personal log of Lizard, chief construction worker:

I may be just a simple construction worker, but it doesn't mean I am not interested in !!Science!!. There is a thing that particulary interests me - our fellow tigerwoman, who seems to face some difficulties living in a dwarven society. She tries her best, but we should understand that she grew up in another society - either elven or tigersmen. Splint said that he was gonna make her his personal secretary and teach her how to write. I decided that I could help her with some issues, including art and engineering. Anyway, we should start with the basics.

LESSON ONE: Can tigersmen consume alcohol? I tried to find this out, giving her a good mug of dry stout. I wouldn't call the first experiment completely successful... Actually, she quickly got inebriated, vomited and then passed out. Minkot and I carried her to Splints place. Well, I guess that was a good start... For a non-dwarven beginner.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 03:42:16 pm**

Why did I find that entry so funny? I started giggling after I read it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 06, 2013, 05:05:03 pm**

Quote from: Splint on December 06, 2013, 01:45:51 pm
EDIT: Legends Viewer has allowed me to see our current king.
He's fucking 14. The previous queen died right after he turned 12.

And my whole story about king became entirely unrealistic. What is my dwarf doing, by the way.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 05:10:16 pm**

Quote from: DreamerGhost on December 06, 2013, 05:05:03 pm
Quote from: Splint on December 06, 2013, 01:45:51 pm
EDIT: Legends Viewer has allowed me to see our current king.
He's fucking 14. The previous queen died right after he turned 12.
And my whole story about king became entirely unrealistic. What is my dwarf doing, by the way.

Can always go back and make changes, I can look up the general if you'd like. And helping with smoothing out the mayoral suite. I don't have much in the way of work for anyone outside of stoneworking as I have yet to actually get a farm up and running.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 06, 2013, 06:10:19 pm**

Not far behind, story!Dreamerghost is meeting with elf caravan.
And I changed King to General. That replace function really shows how much words contain other words. DrinkING, maKING,lackING,mimicKING,joKING. DrinGeneral looks really silly.
Spoiler: Dreamerghost's Journal part 3 (click to show/hide)
Sometimes I wonder, weather I should had tried to live as an actor instead of a wanderer. My plan to fool these superstitious peasants worked out so well, that at least three of them are going to pray with such piety to make a priest jealous. As everyone grouped up by a campfire I started my show. While settlers were lazily drinking booze around the fire, telling each other stories and legends, I suddenly jumped up without a warning of any sorts. I turned my head swiftly first to the forest that was to the west, then towards plains that were east from us. I looked intently towards something that wasn't there. My face exhibited such fear that some others even jumped to arms. Then I started babbling randomly in incomprehensible (to my companions) language I had learned from creatures that lived in ocean deeps. I fell on my back and started flailing about. Few others tried to grab me. When they opened my eyelids, since I had closed them while flailing, I heard someone faint and fall face first into dirt with a loud thud. I could understand why, since my eyes were covered thickly in blood, so much of it was there that it leaked out, almost looked like I was crying red. I shouted out with booming voice "You shall from now on be known as Dreamerghost". After that I closed my eyes again. When I reopened them just a flash later, Blood was gone without a trace, And I was surrounded by scared and very interested dwarves. I told them that I was visited by Armok, who ordered me to change my name, to more fit my upcoming destiny. I also told them that he said nothing about the destiny itself and that I needed a drink. Pious group accepted this without a secong thought. Tiger, however, felt a need to comfort me, and reask same questions as crowd did, but in private. I told her that I truly knew nothing, and that this changed nothing between us. She seemed to be satisfied with that.
15th of Felsite.
We have arrived at the fortress, and I have started to write down dates in this journal. Previous owner had never bothered, and it confused me a great deal. Thankfully, after my "meeting" with god of blood, Tiger doesn't seem to care about slight personality changes. Overseer seems like a practically minded dwarf, probably was in military at some point. I have a lot of work to do, since dwarves want

furniture and stone is abundant. Later on, metals will change stone, but for now everything was made to provide reasonable comfort as fast as possible. Tiger, however was less successful. While overseer here prefers army over intricate traps, Current army consists of him alone. He's pretty good at fighting from what I have heard from original settlers, and he is trying to substitute for a squad until we manage to make living here a reasonable endeavor. However, he has yet to even consider training animals for battle. When Tiger asked him about it, he said that he hadn't thought of it, and it was mostly due to that we had nothing to train. So for the time being Tiger tried out her hand at smoothing and engraving. I hope Splint (that's this overseer's name) will start either training war animals or soldiers quickly. I can see that he does not fear death, but dying is not that scary. Seeing your comrades die by you, now that's something that can pull a soul down. Also, elf caravan has arrived. Elves are a race defined by their pride, same as dwarves are defined by greed, goblins by viciousness and humans by stupidity. Maybe I'll take a break and go see what they have brought to trade.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 06, 2013, 06:13:21 pm**

Goddamn Endok pissed you off fast. Zacen will be happy.

Spoiler: [Second Journal](#) (click to show/hide)

Zacen's Journal: Second Entry.

Well things have gone better than I could've hoped recently. At first the others in this hole decided to make Endok mayor but soon they realized he doesn't have to brains or common sense to handle that position. Now I am back in charge and I will make this fort the greatest thing the world has ever seen whether I do this officially or behind peoples backs I do not care. All will know the glory of Ozkakurrith. First I need Splint on my side. It seems so far he knows what he is doing and he will be a valuable ally in my plans.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 06:25:39 pm**

Damn right he pissed me off fast. First a worthless trinket and then a bracelet mandate? Yeah, sorry Endok, but we aren't gonna go risking workers being punished once we manage to get a guard captain assigned and a jail built, just because you have some twisted bracelet fetish.

Zacen will be a much more... Compliant, mayor for mandates, as she likes toy axes and the more lethal hand axes and will ban the export of both most likely, but since I find toy axes as a fitting introduction to the world for our youth I'll abide it. And hand axes work just as well on people as they do trees.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 06, 2013, 06:30:34 pm**

It would apear that I became a Bay watcher. Huh. Hovent even noticed when it happened. And there are worse fetishes than bracelets.Personaly, I find the one named at encyclopedia dramatica most hillarious.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 06, 2013, 06:49:07 pm**

I love it when you get one who likes stuff like tables or cabinets. They're easy to make on demand, you need a ton anyway, and it's not like you're every going to accidentally send one to the trade depot.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 06, 2013, 06:53:45 pm**

Hey, it could be mugs, or mini forges, so stop complaining.Immagine, a mandate dissalowing export of mugs just as 200 of them are leaving in a caravan that is three squares away from edge of the map.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 06, 2013, 08:10:55 pm**

oh gods... Good thing one never showed up in Spearbreakers...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 06, 2013, 10:39:29 pm**

Quote from: Aseaheru on December 06, 2013, 08:10:55 pm

oh gods... Good thing one never showed up in Spearbreakers...

What you mean the mug mandates? I agree considering how many of those goddamn things were traded. Now onto this fort I think a question needs to be asked. What crazy thing are we going to do to make our mark on the world?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 11:02:03 pm**

You know, that a good question. Any ideas that don't involve moving water or magma?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Grim Portent** on **December 06, 2013, 11:16:22 pm**

Quote from: Splint on December 06, 2013, 11:02:03 pm

You know, that a good question. Any ideas that don't involve moving water or magma?

Through the careful use of refuse stockpiles you make a giant picture of a skull on the land by carefully arranging the bones of invaders.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 06, 2013, 11:28:24 pm**

Quote from: Grim Portent on December 06, 2013, 11:16:22 pm

Quote from: Splint on December 06, 2013, 11:02:03 pm

You know, that a good question. Any ideas that don't involve moving water or magma?

Through the careful use of refuse stockpiles you make a giant picture of a skull on the land by carefully arranging the bones of invaders.

I dunno I think it would be far more ridiculous to cover every open spot outside in upright spikes. Think of the death. Actually now that I think of it is there any limit of how many things you can attach to one lever or repeater?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 06, 2013, 11:51:59 pm**

No limit I'm aware of right now. Also, I think Anvil is going to be the most highly respected smith in the fortress. Had her make weapons for future cazadors with our first batch of steel, and the first one was a masterwork shortsword.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **highmax28** on **December 07, 2013, 12:04:59 am**

Quote from: Splint on December 06, 2013, 11:51:59 pm

No limit I'm aware of right now. Also, I think Anvil is going to be the most highly respected smith in the fortress. Had her make weapons for future cazadors with our first batch of steel, and the first one was a masterwork shortsword.

I've been missing out on here. Hows my dwarf doing? Bashed any more skulls in?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 12:08:14 am**

Quote from: highmax28 on December 07, 2013, 12:04:59 am

Quote from: Splint on December 06, 2013, 11:51:59 pm

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I've been missing out on here. Hows my dwarf doing? Bashed any more skulls in?

No, not yet. Once I pick through everyone I'll find some suitable assistant brain squishers and put the bunch of you on full time murderdorf duty.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **highmax28** on **December 07, 2013, 12:18:49 am**

Quote from: Splint on December 07, 2013, 12:08:14 am

Quote from: highmax28 on December 07, 2013, 12:04:59 am

Quote from: Splint on December 06, 2013, 11:51:59 pm

No limit I'm aware of right now. Also, I think Anvil is going to be the most highly respected smith in the fortress. Had her make weapons for future cazadors with our first batch of steel, and the first one was a masterwork shortsword.

I've been missing out on here. Hows my dwarf doing? Bashed any more skulls in?

No, not yet. Once I pick through everyone I'll find some suitable assistant brain squishers and put the bunch of you on full time murderdorf duty.

Ah... So I guess I'm on hauler/Armorsmith duty?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 12:29:56 am**

Really just hauling sadly. We got a several great skill metalworkers, likely the product of the two centuries of (relative) peace our civ has lived through.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **HissinhWalnuts** on **December 07, 2013, 01:50:53 am**

Dorf/other race thing plox.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 07, 2013, 06:22:34 am**

Here's my rendition of the masterfully-made falchion:



(<http://s1185.photobucket.com/user/Georgethegunner/media/Falchion.jpg.html>)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 07, 2013, 11:13:27 am**

Very nice, Lisard!

Just a suggestion, Splint, but something I like to do is have all of the metalworkers (who aren't actually in the military) be equipped in a squad with leather aprons and light hammers. They're kept off duty, so they really only train if the dwarf in question feels like it, but it gives you some armed civilians in case something bad happens. And they 'feel' more like smiths walking around like that, at least to me.

Helped out a huge amount, once, when a bunch of cave critters broke through and got into the fortress near the forges. All I had to was activate the squad and most were already in the area to bash in crundle brains. Also had one of my Armorworkers take out a thief that managed to get surprisingly far into the fortress once.

I wouldn't use them against actual invaders or a FB unless I absolutely had to, of course, since they're so valuable, but it's nice not having to worry about them quite as much since they at least have a weapon on them at all time (and something vaguely resembling armor).

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 07, 2013, 12:05:44 pm**

Thank you, Mephansteras! Here's one more entry. I hope it suits enough for the story.

From the personal log of Lizard, chief construction worker:

*This morning I came to Splints room to make sure that our friendly neighbourhood tigerwoman is OK. When I came in, I found out that she was sleeping in a large cat basket right next to the Overseer's bunk bed. I shook her by a shoulder and asked her to get up. Well, I assume she was fine, only trembling a bit.
"Can I sleep a little bit more, the Scaled One?" - she asked me. "Come on, Selore, it's so much to be done!" - I responded. She sighed, and we went to the dining hall.*

Lesson 2: Dwarven table etiquette.

At first, I lectured her on how to find a perfect spot for having a dinner. Then I spent thirty minutes teaching her how to use a knife and a fork. However, we found no free tables or chairs, so Selore and I had to come directly to the food stockpile. I bashed an ale keg open (she looked at me curiously), and had a good drink (yeah!). Certainly, there was no time for good manners. Two yak meat roast, a goblet of rum, some prickle berries - and we're heading for a mason's and craftsdwarf's workshops.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 07, 2013, 12:11:45 pm**

I wonder...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 12:35:22 pm**

Seems like a good idea on the smiths. Dunno if I'll ever get around to it, since there are more pressing things to deal with.

Community contributions post fully updated! Thanks so much for all the love guys!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 07, 2013, 03:29:26 pm**

Mephansteras, I went to your mod df thread and noticed no backstory for new raes. Would you mind if I threw in some presumed backstory about how chaos dwarves came to be?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 03:32:26 pm**

For our needs I just assumed they messed with something they shouldn't have in The Hardy Castle's lands.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 07, 2013, 03:35:57 pm**

I planed to elaborate a bit on what specificlly they did without any specific places, so it won't make it harder to add in.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 03:37:32 pm**

I'd say go for it then.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **HissinhWalnuts** on **December 07, 2013, 03:38:05 pm**

Have been dorfed/halfinged/humuned/etc.? If not can you please dorf/etc. me please.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 03:41:36 pm**

We got plenty on hand for you to pick from on the first page if you don't wanna wait or you can wait for a migrant wave.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **HissinhWalnuts** on **December 07, 2013, 03:42:24 pm**

I just wanna be a military sentient to kill all the things!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 03:43:15 pm**

I'll give you Ferro then since he's already training with me.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 07, 2013, 03:44:12 pm**

Have you put me in the military yet?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 07, 2013, 05:00:14 pm**

Spoiler: Dreamerghost's Journal part 4 (click to show/hide)
22th of Felsite.
Today, my opinion of High elves has fallen even lower. It wasn’t very high to begin with, with all of their pompousness, and “holier than thou” attitude, but today I saw their true nature. They came here to sell, among other things, a tigerwoman in a cage as a pet. Now I don’t care if they think that dwarves are too racist and stupid to recognize Tigermen as an intelligent species, but from them, who are supposedly attuned to the nature this is a bit too much. Thankfully, our overseer was also disgusted by such act, and scrambled metal smiths to produce some goods so that they could take her from those elves. Tiger also was rather interested in this elven slave. Gee, I

wonder why.
8th of Hematite.
Today, Anvil (That’s our weapon smith. What happened to dwarven names while I was away?) has started, by the orders of our overseer, to make various weapons. And her first creation was a flawless masterpiece. Also, standardized uniforms had been decided upon, and information posters about them could had been seen around the fortress. This can only bode well for our military, which means that Tiger will be able to return to a trade that she actually likes. I too, will probably join militiamen, as making stone into furniture can only be interesting for so long.
21st of Hematite.
Splint has promoted Tigerwoman to his secretary, and started teaching her how to write proper dwarven. She seems a capable student, although her hands make it difficult to hold a feather. Also, there was a commotion about mayoral elections, but I have to admit, I was too drunk to care. I can understand that alcohol is safer to drink than water from shallow pools or stagnant cavern water, but do they have to make even simple ale that strong? My first encounter with dwarven brews was at a drinking contest. At that time, I was human, and my challenger was a dwarf. Bets were fifteen to four against me, but since several of my friends put their money on my win, I was determined to win. Shapeshifters can block out any sort of feelings, emotion or physical for up to several hours, so after third barrel dwarf fell over inebriated, as crowd cheered my name. Later on, I woke up in the middle of the night, from having my brain killed by alcohol. I was paralyzed for the whole time of regenerating and I was in great pain thorough the whole thing. It took me several days to use up all alcohol in my blood. After contest it was probably something closer to wine running through my veins.
15th of Galena.

Human caravan came, and with it, a few chaos dwarves snatchers. It was bad news for everyone here, including myself. It is impossible to take over a chaos dwarf due to their nature. Yes, I do know more of them than the fact that they originate from The Hardy Castle. After the fall of this grand nation, I and some of my shapeshifter friends decided that it was a great opportunity to grab some valuables while everything was amiss. Close to Hardy Castle’s mountainhomes we encountered chaos dwarves. At first, we thought that they we common dwarves, so we were surprised when they attacked us on sight. We were further surprised by their ferocity. My good friend Solomyr was too injured in this battle to regenerate properly, so we did what we could. We knocked out one of our enemies unconscious, and dragged his limp body to Solomyr. After Solomyr took over the Chaos dwarf, he told us that he remembered everything that happened in this dwarf’s life. When one of us takes up a new mortal vessel, we destroy the mind of the previous occupant along with all memories. If Solomyr remembered this body’s previous life, the mind was still there. Before he went mad, he managed to tell us what happened. As all dwarves know, or at least have heard legends, deep underground there can be found fabled metal – adamantine. Incredibly light and hard as a diamond metal that is rightfully most expensive material known to current civilizations. As quite a few less know, or have heard legends about, under the metal lie gates to another plane, inhabited by foul demons that charge at any life they meet with intention to kill. Dwarves of Hardy Castle’s were a greedy, but clever bunch. They determined a point where adamantine ends and demons begin, and made many traps to prepare for upcoming fight. Among those traps there were a few cave in traps, that determined creation of chaos dwarves. As huge slabs of stone fell upon the demons, a part of mountain collapse, and dwarves were cut off from main fortress and their food supplies. Of course, dwarves tried to dig their way out, but it was too much stone, and the food supplies they had were too low. Not wanting to die from hunger, they butchered and ate demons they had killed. Demons are a curious bunch. They go to battle so fearlessly because they don’t die in the same way as other races do. As their body decays, the spirit inhabiting said body is freed, and reforms in a new body inside of glowing pits. When dwarves consumed demonic flesh, however, it became part of them. If there was only a single demon there, its soul fragments would had gradually taken over the dwarves. But there were many. In each chaos dwarf there are numerous shards of many demonic spirits. The infighting forbids any side to gain control, but overwhelming will to sew chaos that is common to all shards combines into an undeniable need. That is a chaos dwarf. Hell in a dwarf shaped container.

Chaos dwarf lore included.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 05:12:01 pm**

Quote from: 4maskwolf on December 07, 2013, 03:44:12 pm
Have you put me in the military yet?

Take your pick, as we have three staffed squads.
Cazadors: Splint's squad, currently comprised of himself and Ferro, swordsdwarves
Hammerheads: Thor's squad. Hammerdwarves. Currently he's alone in it.
Wolverines: Marksdwarves. Composed of Firecrazy, LT Alfred, Endok, and Tiger.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 07:35:48 pm**

15th Galena, 227 [Continued]

Another damned bugbear tried to slip by me and Ferro. Needless to say, it didn't go over so well for the brute. Spotted some desert tribal as well. Got a shallow cut on my arm from a wild swing on the raider's part, but it didn't help him.

16th Galena, 227

Anvil just made her first weapon in the new workshop we had built specially for her; I'm incredibly jealous of whoever gets to wield that beautiful steel masterpiece! But, after felling that titanic crab with Shutbite... It'd just feel wrong to trade up, so to speak.

The humans' wagons were a great sight! So much lumber was in the wagons I was amazed they could roll with the pack animals they had. Endok handled the trading, surprisingly, and used our well made platinum mugs and the ill fitting clothing from the trespassers to buy every bit of meat, every bushel of plants, every wheel of cheese and every splinter of timber, as well as a box of military training manuscripts and some miscellaneous metal bars that will probably be processed into things to be sold to any caravans from home.

20th Galena, 227

Damn it, xelics too?

A medium-sized insectoid that lives in the swamps of the world. It is violent and cruel.
→The Private hacks The Violet Xelic Thief in the head f m behind with his bronze falchion and the severed part sails off in an a !

Damned bug took a swipe at Ferro; I didn't see blood but I swear Ferro looked like he might have died for a split second. However he snapped to quickly and lopped off one its arms. That falchion was able to cleave through the xelic's chitin like a hot carving knife through cheese! I didn't get involved for fear of accidentally cutting Ferro, but it seems I didn't need to.

After tackling the bug to the ground, he used his blade like one of those big paper cutters they have back in the printing workshops in the capital to take off its knife hand pulled off a mandible before decapitating it and delivering an extra pommel strike to its head.

Actually, more like several. The head was an unrecognizable mass of crushed chitin and viscous whitish goo with pinkish bits I suspected were the beetle-man's brain.

-

Just before sunset another tried to make it by as. And I have learned that xelics taste awful and their connective tissues aren't as strong as they'd probably like. Damn do they bleed a lot... Still haven't been able to wash the taste out of my mouth.

The Bladesdwarf bites The Violet Xelic Thief in the head, chipping the chitin and bruising the muscle!
A ligament has been torn and a tendon has been torn!
The Bladesdwarf latches on firmly!
The Bladesdwarf shakes The Violet Xelic Thief around by the head and the
→ severed part sails off in an arc!
The head is ripped away and remains in The Bladesdwarf's grip!

9th Limestone, 227

One of the others (I couldn't see who,) started shouting alarms: They'd spotted another(!) chaos dwarf. The humans and xelics have been referring to me as the Bolt of Dashing, and dash I did. The bastard had nearly escaped into the deeper parts of the woods where I would have been unable to keep on him, but now I've reduced that traitorous scum to his base body parts and sent him back to where he belonged.

The merchants have decided to pack up and leave now, which is perfectly understandable.

10th Limestone, 227

Maskwolf, Mad Bomber, and Dreamerghost have stepped up asking to enlist in our meager forces. Since now he'll have a sparring buddy, I told Thor to be ready for training in earnest and that Dreamerghost and Mad Bomber would be serving under him. I've put in with Anvil to have some proper warhammers made, probably from wrought iron, as steel holds an edge far too well to use as a blunt instrument. However as she's on break at the moment they'll have to make due with basic unarmed drills for the time being.

However, I have decided to ask Thor if he would like the honor of wielding a mighty Skullcracker maul in battle in place of a smaller war hammer and shield. Since he was busy moving a barrel of cheese, I hadn't gotten an answer.

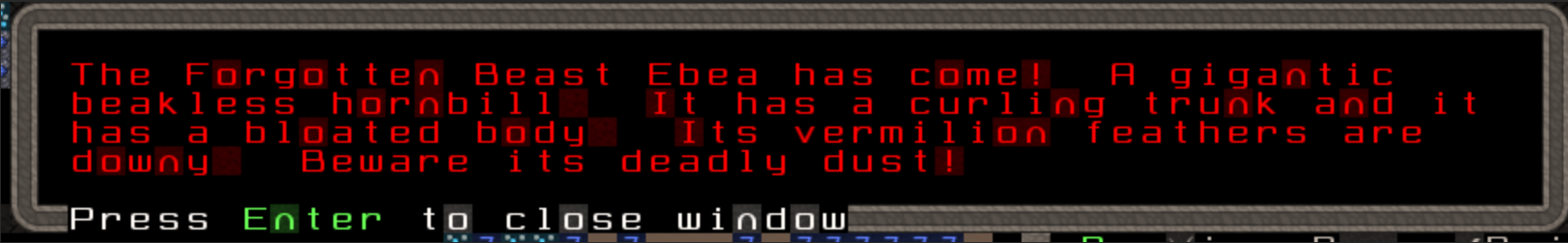
We've also received permission to make use of the coal in our wagon, so long as next year we provide compensation equal to the price paid for the shipment (2000 sovereigns.) I told them it wouldn't be an issue and 2000 freshly minted coins would be ready as payment come next summer.

13th Limestone, 227

Yesterday Dremaerghost brought it to my attention that we'd yet to designate a proper training area for our animals and that Tiger was anxious to contribute more than a crossbow and quarrels to defending the settlement. I marked out a spot and by sundown, our Land Strider looked like it actually wanted to fight! Between that and the crabs, we'll hopefully not want for faithful allies.

15th Limestone, 227

There's some kind of odd cries out in the caverns. Tiger says it sounds like a Hornbill...



Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **HissinhWalnuts** on **December 07, 2013, 07:44:32 pm**

Journal entry 1

I finally got this thing started, I've been neglecting to do this, so I'm about to start my documentation of this hellhole. I hear screams coming from the caverns, im going to check it out with the rest of the squad. (Journal ends here rather abruptly.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 07, 2013, 10:16:00 pm**

Hammerheads

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 10:26:29 pm**

Alright, I'll shuffle you and Mad Bomber around.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **HissinhWalnuts** on **December 07, 2013, 10:32:11 pm**

Oh what weapon do I use?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 07, 2013, 10:35:18 pm**

Quote from: HissinhWalnuts on December 07, 2013, 10:32:11 pm
Oh what weapon do I use?

As I put you to Ferro, you are in Cazador squad, making you a swordsdwarf.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 07, 2013, 10:41:16 pm**

Diary of Maskwolf
The captain of the militia was surprisingly quite receptive of my request to learn to defend myself. After attacks from the various monsters of the area, it has become obvious that we needed more guards. Nonetheless, I am afraid for my family. So many things have found us here, so many horrific monsters. I thought we escaped death by leaving our burned home. Now I see that I have consigned us to an even worse fate. I must be strong for my family, but... I have a bad feeling that something is coming for us... something is chasing us... death approaches... I must bring my fears to Splint... He will know what to

The writing from this point becomes a blot, as if the writer left in a hurry.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Icecoon** on **December 08, 2013, 07:30:30 am**

Quote
There's some kind of odd cries out in the caverns. Tiger says it sounds like a Hornbill...

Now is the moment of truth. Do we have any kind of fortifications, walls or drawbridges?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 08, 2013, 09:57:56 am**

"Dear Mr.Splint,

As far as I know, you are currently the militia commander of Ozkakurrith. I would like to suggest you something you may be interested in - or, to be more precise, a new type of military force that can be used to protect the fortress from the dangers we might face in the future. This new detachments will be able to withstand massive enemy attacks and fight even when outnumbered. I call those new troops "Hoplites" - if you remember, this was how the heavy armored troops were called in antiquity. Every hoplite should be armed with a spear and a large round shield, and will posess a full suit of plate armor made of bronze or steel. I hope you'll consider my offer about introdusing hoplites to the current militia.

There is one more thing I want to ask you about. If the hoplite squad is organised, I would like to become it's captain. Here's some information about me:

Sex: Female
Age: 73
Citizenship: Gravel of Prisons

I look forward to your correspondence.

Yours sincerely,

Lizard Raptorwire"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 08, 2013, 01:47:42 pm**

Quote from: Icecoon on December 08, 2013, 07:30:30 am
Quote
There's some kind of odd cries out in the caverns. Tiger says it sounds like a Hornbill...

Now is the moment of truth. Do we have any kind of fortifications, walls or drawbridges?

None, unfortunately. Anyone want to volunteer to see what that thing's dust does/know a way I can check?

EDIT: Made a copy and it does... Nothing. Well, nothing to worry about. It caused moderate swelling that went away after a little while. Did we catch a break or what?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 08, 2013, 08:47:54 pm**

Wow, lucky.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 08, 2013, 10:52:27 pm**

Managed to take it down. Endok and Morgan were exposed as well, with Morgan suffering minor necrosis from the swelling (she had to have tissues excised from her lips, jaw, and legs, probably due to being smaller than Endok or Splint.) Another update may well be made tomorrow, gonna see if I can't get to a proper topside area built.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 08, 2013, 10:58:18 pm**

Splint, you're missing two of my journals from the log, just fyi.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 08, 2013, 11:00:39 pm**

Mkay, just send me the links and I'll set that right. I'm in the middle of taking down migrants.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Icecoon** on **December 09, 2013, 02:34:03 am**

Quote
None, unfortunately. Anyone want to volunteer to see what that thing's dust does/know a way I can check?

If it was a hornbill it could fly over our walls anyway, but you could still build some to defend the fort from non-flying creatures. My first FB-s are usually composed of vomit, water or snow, so we had a good amount of luck with this one.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 09, 2013, 04:02:07 am**

Syndrome appeared to be two stage, but with more severe swelling. For some reason only Morgan had to have some more tissues around her body excised though, so I'm chalking that up to either her being smaller than Splint or Endok (Splint and Endok both needed some removed from around their ankles of all places though.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 09, 2013, 03:15:04 pm**

21st limestone, 227

Whatever that thing was, it's dead now. Killed it myself. Blew dust all over the place, which made fighting a little harder but in the end I got him.... Her... it. Damned thing's head was thicker than I thought it'd be, and I was pretty worn out by the time it finally bled out. Haven't been able to actually walk or write for days because of that fucking dust; Parson says I (as well as Endok and Morgan as they were exposed as well,) were all lucky that the swelling didn't get any worse or it make have led to necrosis. Well, Morgan did have to have minor surgery done, with Parson doing the best he could.

I'm just glad that the swelling's gone down enough for me to walk and write again.

27th Limestone, 227

The beetle came chittering along all excitedly today with blood all over one leg and it's mandibles. Followed it around the walls and we found the unmistakable remains of yet another chaos dwarf. Tiger gave it the name of Lired in celebration.

Lired really did a number on that walking garbage too! Pretty sure I saw some teeth scattered around the corpse...

-

Heard a xelic crying for help, but by the time we found the source, it was pretty dead. Lired caught another and managed to bite it square on the connective tissues for it's abdomen and thorax. Have I mentioned those things bleed a lot and Lired went from blue to off white from the middle legs up until we washed him off?

28th Limestone, 227

Migrants have arrived, so I had Selore do her thing.

- Once again there's a slip of torn paper, and while still shaky it's much more legible than last time; clearly Selore's penmanship has improved. -

Rakust Icecoon, Great Fish Catcher.
Melbil Cloutedtrumpets, Great Healer, Wife of Rakust.
Thikut Letterfortresses, Son of Rakust and Melbil, Wishes to be warrior upon manhood.
Tekkud Lettertorch, Great Butcher, Of Skill with Crossbow, sent to Wolverines.
Zanna Metbust, Great Milker, Of Skill with Crossbow, sent to Wolverines
Dragonfly Tongsgrooves, Son of Tekkud and Zanna, Wishes to be warrior upon manhood.
Cacao Bolttan
Sherry Claspedlarge
Rez Townchewed, Daughter of Cacao and Sherry.
Zerus Outrageconstruct, Great Armorer
Quarry Livingchannel, Great Pump Worker, Wife of Zerus.
Uzol Lonebasements, Great presser
Zulban Diamondcrowds, Great Elf Hater
Mosus Glovepasses, Clothier

-Apparently added afterward- Note to self: Tell Selore what a "wood burner" and "pump operator" are.

2nd Sandstone, 227

Decided to have some mechs made to put the leftover blades these would-be snatchers left for us, set them up near the places we'll be building our gates. That should discourage most of the curious, but those.... traitors... They may still have the know-how to get by them, so we'll have to be sharp, post dogs or something nearby.

12th Sandstone, 227

Swelling's come back for all of us exposed to the dust; got hard to walk for a bit, and Parson said Endok and I needed to have a bit of necrotic tissue removed from around our ankles. Morgan's been thoroughly boozed up and is getting rotten stuff removed from all kinds of different places, probably because she's smaller than me or Endok.

13th Sandstone, 227

Surgery was a success. Kind of. Legs hurt like all hell, but I can walk and I'm not a trailing cloud of stink anymore. While I was waiting to get my damned ankles worked on, I drew up some plans. I know we'll eventually be in need of some real law enforcment, hence the plans. Zacen also demanded to know why she hadn't had any tables or chairs put in for her dining room, so some of the others are working on that.



Anvil's been acting funny...

→ `Anvil` Dastotsil, Forgemaster withdraws from society..

She went to her own workshop and barred the door to her apartments with a sign of an anvil and crossed sword and war axe on it. She grabbed a bar of steel and rolled a boulder of bauxite in not long after and that was it... Aside from the clanging of hammer on metal that is.

I hope it's a sword!

And lo, did I spake thus: "Let there be a short update!" And it was so. So, Anvil went funny in the head and is working on something. Showmood reveals it to be a weapon of some kind, likely to be a war axe based on her preferences. Since the posting of this update, the spaces for enforcement of law and order have been carved out, and plans are underway to seal off the first cavern layer's land routes.

And I'm thinking of arming the fortress guard with maces as stand-ins for nightsticks.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 09, 2013, 04:50:10 pm**

Well, that's exciting. A Steel artifact weapon is nothing to sneeze at, regardless of what it ends up being!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 09, 2013, 09:27:50 pm**

Quote from: Mephansteras on December 09, 2013, 04:50:10 pm

Well, that's exciting. A Steel artifact weapon is nothing to sneeze at, regardless of what it ends up being!

I still hope it's a sword. Dreamerghost is the only one with any ability with an axe. But regardless, this will virtually guarantee a stream of masterwork/exceptional weaponry, which is always good.

All relevant posts up to date. Still happy for all your participation!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 09, 2013, 09:29:30 pm**

Quote from: Splint on December 09, 2013, 09:27:50 pm

Quote from: Mephansteras on December 09, 2013, 04:50:10 pm

Well, that's exciting. A Steel artifact weapon is nothing to sneeze at, regardless of what it ends up being!

I still hope it's a sword. Dreamerghost is the only one with any ability with an axe. But regardless, this will virtually guarantee a stream of masterwork/exceptional weaponry, which is always good.

Yeah, can't complain about that. And, hell, if it is a War Axe you're pretty justified in taking someone and saying "You're now an Axe Dwarf! Congratulations!" regardless of their normal weapon preferences.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 09, 2013, 09:38:16 pm**

Yeah, I guess. I'll probably just grab some random slob and have them lead a squad. Dreamerghost is already almost as good with a hammer as he was with an axe anyway.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Icecoon** on **December 10, 2013, 10:40:42 am**

Journal of Rakust Icecoon
28th Limestone 227

Finally, we arrived! After weeks of travel through the wilderness full of savage beasts we are here. My worst worries are over now and I only hope, that we will find a new and safe home. My son makes me proud, he endured our hard journey without complaints. Oh yes... they call this place Ozkakurrith, Carryscar

Quote

So, Anvil went funny in the head and is working on something. Showmood reveals it to be a weapon of some kind, likely to be a war axe based on her preferences.

Wow, the only legendary melee weapon I've ever got in my games was a badger bone battleaxe :D

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **JujuBubu** on **December 10, 2013, 01:20:56 pm**

posting to watch, the fort looks intresting :)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 10, 2013, 01:55:59 pm**

On one hand, that is (probably) an artifact steel axe, and dorf!Dreamerghost is better with axes than hammers. On the other hand, dorf!Dreamerghost is hungry for glory fame and blood of his enemies. If it's an axe I want it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 10, 2013, 02:13:49 pm**

It was a steel war axe called The Celebrated Soul. I've already given it to a furnace operator to lead a squad, as Endok's mandate for bracelets still carried weight and once law is established they'll be given a beating and they'll probably need a helmet to survive it, plus I'll be needing to kinda pick through our populous for suitable recruits to join said squad.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 10, 2013, 02:38:28 pm**

Darn, I wanted my dwarf to go mess some attackers up. But I suppose that alive brother in arms by your side is better than fame.

[Spoiler: Dreamerghost's journal part 5](#) (click to show/hide)

20th Galena, 227

There were some random kidnapers trying to get into the fortress. First it was some bugbears, then some random xelic. While bugbears were made short work out of, our Overseer seems to have decided that xelic needed an example. He grabbed one and bit its head off. I'm not even joking. It probably would have been a bit more effective as a means to discourage other attempted snatchers, if any had escaped to carry the word. I really didn't think that I would feel fear again. I have a good feeling about this fortress, so I decided that it's worth writing down years.

10th Limestone, 227

I had decided to enlist in the militia forces. On one hand, they get nice suits of armour, weapons and their main occupation is training for battle. Should I ever encounter something in the caverns, or, should this fortress ever fall and I would be forced to leave, it was better to be ready. On the other hand, our overseer can just bite heads off. If he ever throws a tantrum, as dwarves tend to do, I'd rather be ready to defend myself.

15th Limestone, 227

Tiger said that Overseer had approved training of war animals. Probably something to do with chaos dwarves being immune to traps, and militia getting ready to meet threats via training. But Tiger is really happy, so it doesn't matter much as of why. It's a really nice timing too, as a forgotten beast with some sort of dust has appeared. Depending on what the dust does, creatures armed with it can be most lethal. Best to test it out with an animal first. I probably wouldn't die to such thing, but randomly being perfectly healthy while surrounded by rotting corpses of your comrades is bad for not sticking out too much.

27th Limestone, 227

Beast is dead. Overseer&co (co being Endok and Morgan) killed it. They got some swelling, which caused some minor necrosis. Thankfully, our medic (that's Parson) managed to deal with it easily. He isn't most trust inspiring dwarf I had ever met, but I'm feeling a whole lot better about choosing to be a warrior now.

As a added bonus, Tigers animal training program has paid off. One of her trained bugs killed a chaos dwarf. Really wasn't expecting this to happen. Either her training skills have some sort of ungodly power, or, chaos dwarf was weak for some reason. (Note to self: investigate weakness)

2nd Sandstone, 227

Some migrants have arrived and Selore (Overseers secretary tigerwoman) wrote down their names and trades. She's getting a whole lot better at writing. I wonder where Overseer gets all that paper from, though. Oh well, he's a smart guy, probably makes it himself. Not that hard if you know what you're doing, and he certainly does. For example, today, he ordered additional traps to be made using weapons of our invaders. Personally, I think it would be more beneficial to smelt them and reforge gained metal into proper quality weapons, but since we have more ore than time to smelt it all, that is not an option.

27th Sandstone, 227

Swelling came back to our monster hunters, but medic took care of it. While I think it was really brave of them to go, and that it was the best decision available for them back then, they still are lucky bastards for getting out with something this minor. Hopefully, it won't grow into anything more serious. I have seen that happen. On more industrial note Anvil, our great weapon smith, decided to craft something amazing. Dwarves sometimes snap like that. Unlike all other races who seek wealth or survival, dwarves seek to be written in history, to be known and famous (note to self: keep such dwarves instincts in check) and sometimes, they snap, and do something amazing. A unique work of art, sometimes even very useful unique work of art. Seeing how Anvil is our weapon smith, I am willing to bet that her life achievement will be of the useful kind.

Edit: Wait, what? The Celebrated souls? Seems that in DF names are of two kinds. Silly and disturbingly ominous.

Title: **Re: Ozkakurrih "Carryscar," A Civilization Forge community game now in progress!**

Post by: **Splint** on **December 10, 2013, 02:56:23 pm**

28th Sandstone, 227

Another Chaos dwarf. Thor go this one, beat it into an unrecognizable bloody mass. And it deserved every bit of it.

2nd Timber, 227

I... I don't know what to make of Zacen's literal demand. For some reason even she can't explain, she wants a verdant bronze chair in her bedroom. She won't hold it against us if we can't deliver, but she'd still like one.

Also it seems I have a letter in my room from some time ago from Lizard that wasn't delivered to me sooner. Something about forming a unit of Speardwarves. I guess that's something I can go for, just not at present. I'll have to discuss the wisdom of using a heavy metal shield when a wooden tower shield would do better for a fraction of the weight and materials with her though.

Also, it appears that Adil, one of our furnace operators, is to be jailed for Endok's old mandate. In response to this, I've assigned Adil to lead a unit of axedwarves in light of this, so she'll have a helmet handy when law is enacted. I know Anvil had a thing for war axes, so I think that's prudent.

7th Timber, 227

Anvil's finally come out of her workshop, and I must say the result is.... Well, staggeringly artful I must say!



It depicts our caravan on the blade, and thus relates to the foundation of the fortress. Name translates to "The Celebrated Soul." I think as our first useful artifact that's a wonderful name!

11th Timber, 227

Spotted wagons, and at first we thought it was a caravan from the south, but it was the Vamarii! I've seen the fox-folk in battle, and while small their prowess with sword, axe, and spear is not to be underestimated, and they're smart merchants too. Ability to use a hammer leaves a bit to be desired though due to their stature and lithe build compared to a dwarf.

Regardless of that though, I noticed some platinum we had in the stairwell and Zacen ripped it right out for use; It seems what I mistook for gold was actually limonite! Can you imagine journal? A dwarf mistaking iron ore for gold?

17th Timber, 227

We sighted dwarves through the woods today, so the caravan from home is making it's rounds with us. Good thing we had the platinum handy! And it appears that the traps were a good investment. Found a couple corpses by one of the gates.



2nd Moonstone, 227

Trading's been taken care of; we bought a nice healthy amount of gold and platinum ores, metal bars, a crate of medical manuscripts, a few spare barrels and alcohol, and every scrap of fish, meat, and cheese both caravans had, along with a very generous amount of timber. We'll not want for wood in the near future, I'm sure.

Mad Bomber has finally officially been inducted into the militia as well. We put it off until we had a helmet and shield handy for him. He took amazingly well Thor's training, and ina matter of three days he went from being considered a pitifully unskilled recruit to a solid hammerdwarf!

12th Moonstone, 227

Welp, we've officially overfished. Just as well. Zacen's going to have a talk with everyone, try and focus their labor elsewhere. The traps also got two more snatchers. I have to say, they've proven to be a great investment despite not being all that extensive!

So, there we have it! Anodder update! Anvil finished her great work, The Celebrated Soul, a steel war axe. The militia officially gained Mad Bomber as a member like he asked, and all the leftover daggers turned out to be great additions, even if there's only 4 of them! They thwarted 4 snatchers so far.

Oh, and we overfished the brook. Gotta find something else to put the effort of those workers towards now. And Mad Bomber seriously did take to Thor's training frighteningly quick. 3 in-game days and he went from recruit to hammerdwarf.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Lord_lemonpie** on **December 10, 2013, 05:16:41 pm**

Could you dorf me as tiger bodiceraw, the great animal trainer and marksdwarf? "Lemon" for the name. Thank you!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **December 10, 2013, 08:35:54 pm**

A verdant bronze chair. I don't even what? How do I begin to explain why my Dwarf would want one? Also I will do a journal later tonight

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 11, 2013, 12:33:55 am**

Since the original greek hoplon shields were made of wood, the wooden shields are fine. Is it possible in Civilisation Forge to make a large round-shaped wooden shield? If we use the tower ones, those soldiers will look like a weird mixture of greek hoplites and roman legionaries. :)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 11, 2013, 01:39:56 am**

Well round shields are vanilla shields with a 20 blockchance, whereas the tower shields are pretty much the shieldwalling ones with a 40 blockchance but are much heavier than any others, especially if made of metal (lugging around a metal tower shield in adventure mode is a bit of a double edged sword in this mod, as I learned the hard way.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 11, 2013, 03:25:36 am**

Tower shields are okay then. :) I intended the hoplites to be heavy soldiers that can be used when things go hairy.

By the way, here's another entry:

The following page of the notebook was once soaked in dwarven rum and is now sprinkled with the bits of blade weed dye. The paper is covered with a large number of scratches. On the other side of the notebook there is a doodle of a tigerwoman and a male dwarf. The tigerwoman is hugging the dwarf. The dwarf is struggling in vain against tigerwoman's grip on his upper body.

From the diary of Lizard, chief construction worker:

Today I recieved a small note from Splint. He apologised for not responding earlier and said he would think over my suggestion. It seems that I'll have to stick to my usual work for some more time. Although it's not what I had expected, I have no other choise but wait. As an overseer, he must be rather busy running the whole enterprise.

On the other news, yesterday I had an interesting conversation with Selore about the life of her tribe. She appeared to be a great source of sociological information. Apart from her native language (which is fascinating) Selore speaks Dwarven, Elven and some human dialects. Poor girl, her life must have been hard. Some of her replies surprised me - for example, when I asked about the name of her father, she gave me a lot of names. That seemed rather weird, but then I found out that Selore uses the term "father" for defining her numerous uncles, grandfathers and many other senior male members of her tribe. After that, she asked me about myself and my family. It looks like she misses her home. I hope Splint will somehow comfort her. She got used to him pretty much.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 18, 2013, 06:30:10 am**

Hey guys, sorry about the lack of updates. Some technical difficulties came up but all is well now. Goptta check through and make sure I didn't miss anyones journals/other stuff.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 18, 2013, 10:41:13 am**

7th opal, 227

Had a tiny wave of births to mark the almost-end of the year.
Feb gave birth to Monitor Intensepapers.
Solon gave birth to a girl, named Rose Teethflags,
And Anvil as well, to a girl that was named Levin Mythstakes.

All happy little buggers, and their parents are all quite pleased! And rightfully so I should say.

8th Opal, 227

Adil, the wielder of Anvil's great work, has bloodied The Celebrated Soul today. Some goblin tried to slip in apparently, and we only got to the fight at the last swing, a very mighty one that cleanly sliced the goblin's skull open! I think we got a good candidate to wield that mighty axe.

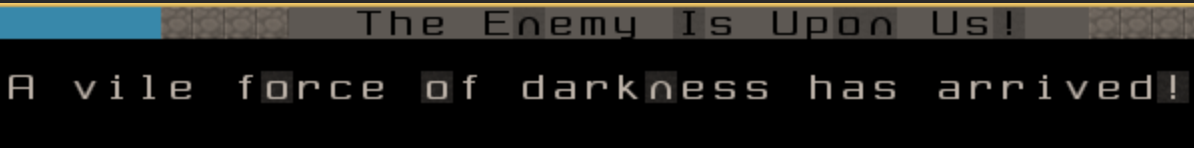
28th Opal, 227

Someone commissioned some really odd buildings in the forgeworks, who though I have no idea. I know one is some thing called a frothing pool.

-

Found out it was Dezz. He's a curious sort I guess, and had the plans for these things stashed in a satchel and was waiting for a chance to try his hand at alchemy. Also Zacen put in an order for hand axes. Might as well, we can always jam them into weapon traps or keep them handy for the others to make use of in an emergency.

15th Obsidian, 227



We sighted xelics on the rise on the west, a small band, led by a bug with a crossbow on a bear wearing a marksman's tabard, or at least their version of one. The rest appear to be a mish-mash of hammerbugs, all packing a lot of shields. Firecrazy wanted his marksdwarves to take part, but I told him not to, simply due to a combination of lack of skill and the many shields the bugs carry.

I informed the populous to stay inside and should the worst happen, to seal the main gate and wait out the intruders. But I have my doubts of their abilities, and they are supremely arrogant to think a paltry 17 warriors, no, rabble, can best us!

Besides, I suppose this is as good a test as any of our skill at arms.

But, should the worst come to pass, may Amas watch over us all.

THE PLAN
Wait the enemy out in an ambush



Allow some to blunder into the snatcher-traps.

The Violet Xelic Hammerbug blocks The spinning (large night crystal dagger)!
The Violet Xelic Hammerbug blocks The spinning (large void crystal dagger)!
→The (large shimmersteel dagger) strikes The Violet Xelic Hammerbug in the abdomen and the severed part sails off in an arc!

The Violet Xelic Hammerbug jumps away from The spinning (large night crystal dagger)!
The (large void crystal dagger) strikes The Violet Xelic Hammerbug in the left upper leg, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The (large shimmersteel dagger) strikes The Violet Xelic Hammerbug in the thorax, tearing apart the fat!
The Violet Xelic Hammerbug blocks The spinning (large silver dagger)!
The Violet Xelic Hammerbug jumps away from The spinning (iron scorpion dagger)!
The Violet Xelic Hammerbug falls over.
→The Violet Xelic Hammerbug gives in to pain.

A single Ambush, many dead xelics, a single victory.



Victory belongs to the warriors of Carryscar! I must say we did well, and the traps killed a surprising number in spite of their small numbers, 5 in fact! Ferro brought the damned marksbug's mount down himself, blocking the only two shots the marksbug got in before slicing the bear's head open and I pulled it off and put my fist through the bastard's skull.

I saw Thor humorously deliver what I can only describe as a kick right to one bug's rock nuts before he caved its vomit-belching head in, while Dreamerghost sliced one cleanly in half! It was... Well, I daresay it was a glorious slaughter! A pair of sand raiders also got killed in the resultant struggle, Maskwolf killing one and the traps getting the other.

Four xelics escaped screaming bloody murder, threats, and begging us to not pursue them and that they give up; some were missing limbs from the traps, and they abandoned two wounded in their flight. I put both down, and now the violets know that we are not to be trifled with! Decided to do a tally of total kills in the battle too, just for fun while the civvies clean up the bodies. 5 died on the traps and 4 escaped, leaving 7 xelics and the bear having died at our blades and hammers.

We'll probably just sell off the shields they left and keep the hammers for use in traps or emergencies.

Although I think the most humerous aspect is the fact that a small tribe of hamstermen were watching and cheering us on from the brush...

17th Obsidian, 227

Finally got the nobility suite dug and its being smoothed now. I also had Titus make a set of doors and such for Anvil, since she forged all of the tools we fought with save the shields, which I'm sure she'll appreciate. Also construction on that so-called "Alchemical Workshop," As Dezz has taken to calling that part of the foundry, is going well!

I wonder what sort of goodies She'll be able to make for us using that stuff?

21st Obsidian, 227

We've sighted Frost Giants on the horizon... Usually encounters with them don't bode well, but this group isn't carrying a war banner... Wonder what they want?

Updaaaaaate! With SEEEEEEEEEIGE! That we won. I mean honestly it was a bit of a crubstomp battle. The traps killed a surprising number and the four survivors only survived by virtue of them being jammed. And I was honestly surprised by the frost giant caravan, since I figured the siege would have monkey wrenched the trade season.

Short but sweet, enjoy guys.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 18, 2013, 11:33:33 am**

"OH DWARF, THE CABINETS ARE ATTACKING US!"

Quote from: Splint on December 18, 2013, 10:41:13 am

Feb gave birth to Monitor Intensepapers.

Btw, that's a nice name. :)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 18, 2013, 12:15:16 pm**

Did I slice that xelic in half *with a hammer*?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 18, 2013, 12:23:40 pm**

Nice! Always good to see a battle go completely in our favor.

Also, happy that Anvil has a child. Kind of amusing that carrying a child in the forge won't slow her down any, though.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 18, 2013, 02:33:39 pm**

Quote from: DreamerGhost on December 18, 2013, 12:15:16 pm

Did I slice that xelic in half *with a hammer*?

No, I left you in my squad simply because at this point you're pretty fuckin' handy with that short sword, so why bother having you relearn how to fight with another weapon again?

Quote from: Monitor Lisard on December 18, 2013, 11:33:33 am

"OH DWARF, THE CABINETS ARE ATTACKING US!"

And yes, cabinets are attacking us. They're secretly not beetle-men.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 18, 2013, 05:11:16 pm**

Quote from: Splint on December 09, 2013, 09:38:16 pm

Dreamerghost is already almost as good with a hammer as he was with an axe anyway.

What shortsword?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 18, 2013, 05:39:26 pm**

Quote from: DreamerGhost on December 18, 2013, 05:11:16 pm

Quote from: Splint on December 09, 2013, 09:38:16 pm

Dreamerghost is already almost as good with a hammer as he was with an axe anyway.

What shortsword?

That masterwork steel shortsword, made from home smelted steel and forged by our best damned smith that you best be damned happy you get to use. None of the hammers came out nearly as well (all either exceptional or the step below that.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 18, 2013, 05:46:33 pm**

Quote from: Splint on December 18, 2013, 02:33:39 pm

Quote from: Monitor Lisard on December 18, 2013, 11:33:33 am

"OH DWARF, THE CABINETS ARE ATTACKING US!"

And yes, cabinets are attacking us. They're secretly not beetle-men.

Oh, the Xelics are just inside the cabinets. They got Armoire confused with Armor.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 18, 2013, 05:51:53 pm**

Ahh, that's what happened. I was a bit confused, thats all. But at this rate, once you get candy or some mod ubermetal, my weapon probably will get swiched again :p. I'll be grandmaster badass with every weapon.
@Mephansteras pray that they never find armoire of invoncibility. One dude did, and legends say that he learned secrets of divine parying, and managed to block gravity using only a sword and his left hand.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 18, 2013, 06:22:56 pm**

Quote from: DreamerGhost on December 18, 2013, 05:51:53 pm

Ahh, that's what happened. I was a bit confused, thats all. But at this rate, once you get candy or some mod ubermetal, my weapon probably wil get swiched again :p. I'll be grandmaster badass with every weapon.
@Mephansteras pray that they never find armoire of invoncibility. One dude did, and legends say that he learned secrets of divine parying, and managed to block gravity using only a sword and his left hand.

Chances are you'll have named that thing loooooong before we get what I'm after (I always assign named weapons to the one who named it, making it theirs for all time, or until they get killed.) What I want though, is rather specific: Elemental metal, specifically both regular and blazing incindium. Given dwarven predilection for fire and magma, I'm sure our troopers will love pointy shit made from it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **FireCrazy** on **December 20, 2013, 05:43:17 am**

Good to see my dwarf is still alive... and firebows!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 20, 2013, 05:51:42 am**

That he is. And what about firebows?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **FireCrazy** on **December 20, 2013, 06:18:57 am**

Quote from: Splint on December 18, 2013, 06:22:56 pm

Elemental metal, specifically both regular and blazing incindium. Given dwarven predilection for fire and magma, I'm sure our troopers will love pointy shit made from it.

Here's me thinking we can make bows that can shoot magma/fire.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 20, 2013, 07:04:52 am**

Quote from: FireCrazy on December 20, 2013, 06:18:57 am

Quote from: Splint on December 18, 2013, 06:22:56 pm

Elemental metal, specifically both regular and blazing incindium. Given dwarven predilection for fire and magma, I'm sure our troopers will love pointy shit made from it.

Here's me thinking we can make bows that can shoot magma/fire.

Well no, but we can make some crossbows from the stuff or if I'm feeling wasteful, ammo.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 20, 2013, 12:34:05 pm**

Incendium bolts would be pretty effective, yes, if a bit wasteful. Better to use Tempestium if you're going to do that, since it's only used for ammo anyway and is more powerful.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 20, 2013, 12:48:20 pm**

Quote from: Mephansteras on December 20, 2013, 12:34:05 pm

Incendium bolts would be pretty effective, yes, if a bit wasteful. Better to use Tempestium if you're going to do that, since it's only used for ammo anyway and is more powerful.

That's what I was thinking myself, but it'll be some time before I can make any of that stuff.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 22, 2013, 03:46:28 pm**

Alright guys, new poll up regarding updates. Just let me know which you'd prefer.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 22, 2013, 03:49:18 pm**

Where?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 22, 2013, 03:53:28 pm**

Don't care too much either way, as long as there's consistency.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 22, 2013, 04:06:00 pm**

There it is.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 23, 2013, 11:25:23 am**

1st Granite, 228

Happy new year journal! Turns out the frost giants wanted to trade! Turns out they rely on trade to get things they can't get themselves; they had all kinds of leather and cloth from silver xelic and elven lands, a few miscellaneous metals (the ingots in question having the symbol of a nearby Dyansauri nation,) but what I was most interested in was their weaponry. I heard tell of the Dread Arms of the titans of the tundras, but gods damn! We bought one of them to place in a weapon trap, just to see what they can do.

Oh and did I mention these guys are dicks? The guards went and killed two hamster men for fun. Even I wouldn't do something like that. Anyway, one barracks building is almost finished. Just need some windows and a finished second story.

12th Granite, 228

Frost giants packed it in and took off today, and the windows were finished for my squad's barracks. Going to see about getting Thor's squad set up next and getting Firecrazy's squad on full-time training. Anvil said she could make something much more effective for them to use in battle, some kind of big-ass crossbow called an arbalest, or some such nonsense.

22nd Granite, 228

-Once again an added slip of paper is glued in; Selore's penmanship appears to have improved greatly-

*Tulon Tomebrains, Female, Great Armorer, Blacksmith, and Metalcrafter.
Dodok Speechlesstorches, Male, Husband of Tulon, Adminstrator and Hammerdwarf.
Crimson Dunespaddle, Female, Daughter of Dodok and Tulon, 10.
Chryso Beardedinks, Male, Son of Dodok and Tulon, 9
Tetra Amazedrags, Male, Competant Marksdwarf and Great Metalcrafter.
Jaguar Steelearly, Male, Great Animal Trainer
Mica Mountaincobalt, Female, Novice Metalcrafter.
Tun Letterclasp, Female, Soaper and Great Glazer. Would make fine Warrior.
Nautilus Smithmeshes, Male, Husband of Tun, Great Marksdwarf.
Citrine , Female, Great Animal Caretaker, Would make fine Warrior.
Doren Stilichanneled, Male, Husband of Citrine, Great Stonecrafter, proclaims skill with starmetal -What the hell is Starmetal? Need to ask Lizard to find out; Selore seems to like her and I haven't had the time to ask her myself.-
Onget Palacestrong, Male, Great Wood Burner.
Mar Machinerinses, Female, Wife of Onget, Great Trapper with still in mining.
Malfol Silverlimb, Male, Great Clothier.
Prase Lancedseared, Male, Great Weaver.
Rakust Sectcrafted, Female, Wife of Prase, Great Miller.
Longland Wavecrystal, Male, Great Glassmaker
Garnier Soakedbronze, Female, Wife of Longland, Great Stoneworker
-From here the list ends, with a note from Selore-*

TOO MANY!

25th Granite, 228

Put in for some beds, armor stands, all that good stuff in the barracks. We also have a fuck-all huge surplus of people at the moment and not enough work for them all. Both Selore and I have resolved to give up on taking down names unless someone she deems of note crops up (Soldiers or metalworkers for example.) We now stand at 111 Dwarves.

I allowed Nautilus and Jaguar to go on a hunt as well. As valuable as their skills are, I just don't know what else to do with all these people... I know that the High Elves will be in Gravel lands by the end of summer so I'll be sending a letter with them to have any further migrations canceled. We're having enough trouble dealing what we have!

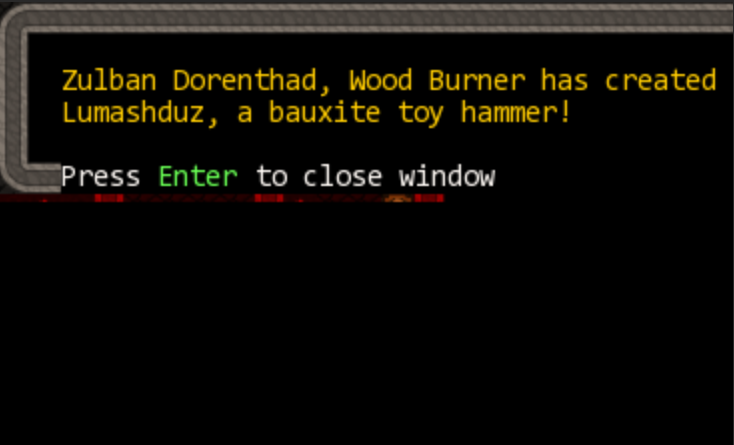
11th Slate, 228

Ferro, Dreamerghost, and Myself have all been named as Swordmasters in the eyes of our peers... I feel... Honored. I'm sure Thor's squad will be seen as hammerlords before long.

I've decided to OK Lizard's request for a speardwarf squad as well. Titus will put some shields together and Anvil's just put out the first of four spears for the squad. Once all our construction work is dealt with, they'll be able to begin training. Meng, Eral, and Doren will be her subordinates and she's gone with "Goannas" as the Squad's name; says it's some kind of lizard.

Speaking of which, I'm going to go back through ou work force and see if I can't get a couple more miners and find a good spot to strip out more building materials. I'd use the orthoclase, but... Ugh, it's just such an ugly color... Like, jeeze I dunno. Muddy piss or something.

20th Slate, 228



This is a bauxite toy hammer. All crafts dwarfship is of the highest quality. It is encrusted with oval bauxite cabochons and point cut onyxes. studded with platinum and encircled with bands of tower-cap. This object menaces with spikes of forgotten beast bone. On the item is an image of a slime mold in deer leather. On the item is an image of Ebea the forgotten beast in rock crystal. Ebea is making a plaintive gesture. The artwork relates to the mortal wounding of the forgotten beast Ebea in Carryscar in the early autumn of 227 during The Rampage of the forgotten beast Ebea in Carryscar.

That wood burner Zulban started shouting some incoherent nonsense and he made a fancy toy hammer. Jerk used some platinum in it too. But, it has Ebea all angry from when it died so that's a plus!

5th Felsite, 228

Dragonfly is now a legal adult, with all the privileges and obligations that entails. He's been assigned to the Axedwarf unit. Ilral and Solon, our manager and bookkeeper respectively, have also finally been moved up into administration, across from Zacen's accommodations.

21th Felsite, 228

It appears the high elves are back for trading, and with a much needed shipment of lumber to boot! We're all going to be on alerte, as I'm sure we'll have unwelcome vistors hot on their heels.

-

Yup, found a dead bugbear jammed in a weapon trap.

23rd Felsite, 228

Normal hippies showed up. Had a minor construction accident as well. No deaths, but the main gate got busted and a few people got knocked out. No worries though.

28th Felsite, 228

Found a dead human and two more bugbears in the traps. One of the knife-ears says the human looked like some local werebeast that's been harassing caravans and livestock on the fringes of Dyansauri land and up until now, their patrols missed him. Guess those traps were one hell of an investment! We've also finished minting the coin to pay the buyer back for that coal shipment.

Plus by year's end, we should have soap! But before that the barracks still need windows, and the tertiary gates need to be installed in a gatehouse. And fortifications need to get finished on the upper barracks too...

19th Hematite, 228

Finally out of coal to make more forge fuel. Oh, and Zacen lost the mayoral election last week. Evidently she won on the grounds of being a one of our Forgemasters and made her first mandate: She wants raven beaks. I had to explain to Selore that Raven Beaks are a kind of hammer, not actual raven beaks.

The girl means well, but it does get tiring at times having to explain things some of the children picked up on easily to her.

So, we got another junk artifact, a new mayor, and I'm sick of tracking migrants. We're sitting on close to a hundred and I doubt we'll ever get that many claims. New squad founded, as per Lizard's request though as it stands building has made her too valuable to put on training just yet. Anyway, there's another update! Glad to have all you guys on board still!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 23, 2013, 12:14:46 pm**

Could we get some shots of the fortress? I'm curious to see how it's expanded out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 23, 2013, 07:26:49 pm**

Could I get name of trapbait werehuman? I plan to write a short story with him.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 23, 2013, 11:08:21 pm**

The werewhatever's name was Nithim Ocdausu. I dunno what he was because he transformed back to a human without being discovered and got mulched ona trap.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 24, 2013, 04:09:00 am**

"From the personal log of Lizard, construction worker:

We've close to finishing our main barracks - windows are still being constructed, but we have almost completed the building itself. I also got a short letter from the overseer - he informed me that I now command a squad of three speardwarves called "Goannas". Sounds great, doesn't it? We had discussed the equipment of the squad. He said that it would be a good idea to use tower shields rather then round ones, and I agreed. Had to look through history books to find out how were that tipe of infantry called. Hastati, actually. He also said that he would rather use my engineering skills during this times. I understand his reluctance - the fortress has been expanding, and, although now we have many new workers, we still need more experiensed foredwarves. Anyway, I'm ready to start training with my new squadmates.

In another news, somedwarf wasted another good chunk of bauxite on a toy axe. If only the general knew about it... There is no point in returning to the mountainhome right now - the valuable materials are either being wasted or used in the local construction works.

About the construction. I tried to teach Selore some useful crafts, including masonry and architecture. Good thing Splint considers orthoclase "too plain" .After hours of churning out tons of mediocre-quality crafts, she finally managed to construct a superiorly-made figurine of her boss. She used chalk for that one, so it would make a fine gift. She was also interested in metalcrafting, so I asked Anvil to give Selore some lessons. Obviously, our best weaponsmith knows better about that stuff."

A small note appears to be scribbled at the bottom of the page:

~~"Starmetal. Denser than iron, probably steel also. Rare (small clusters)? Used for alloys. May be alloy itself. More info needed.~~

Nevermind, just the tribal word for adamantine. It's rather interesting though, where did they find said metal. Did they barter with trading caravans?"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 24, 2013, 09:26:43 am**

Starmetal is actually a term I went with as a tribal term for adamantine. meaning that guy has strand extracting skill.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 24, 2013, 09:46:02 am**

Should I rewrite the note or this delusion can be used as "intended"? Like, Splint asks Lizard what the hell is starmetal, she searches it in her mineralogy books, finds nothing and asks Selore.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 24, 2013, 09:54:06 am**

Whichever you prefer is fine, just wanted to give a heads up. I always imagine tribals referring to it as starmetal, though why exactly I dunno.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 25, 2013, 12:27:16 pm**

Spoiler: Werebeast short part 1 (click to show/hide)
I had received a most peculiar note today. It was delivered by an arrow, while I walked patrol near the entrance to the fortress. I looked towards the walls and trap lined gates, but there were no one in sight. As I tucked the note under my armor I looked around for other dwarves, in case the note was personal. And personal it was.
To DreamerGhost
I see you have found quite a nice place for yourself. I have seen caravans leaving so delightfully happy about the trade, and rows of migrants going here. I could hear people talking and warriors parading around with masterwork weapons. I'd be interested to see things up closer, make a more personal assessment of this wealth. Surely, you would show your luck to an old friend? I'll wait for you inside, in the storage rooms.
Nithim Ocdausu
With a curse I rushed off towards the stockpile floor. Nithim was a crafty bastard. He wasn't a cursed werebeast who had no control over himself as many thought. No, he was a shapeshifter, similar to myself. Although there was a major difference between us. Where I could create anything temporarily, he could change to but one form, alas, for however long he wanted to. Also, he knew that I would protect him, try as best as I could to keep him out of trouble, for if he got caught, he would surely drag me down with him. Spiteful bastard, he could floor me with a single shout to the dwarves. I could try to fight him, but if he turned, then he could hold out long enough to draw crowds to all the commotion and then shout out against me. No, I'll have to play his game for now. Storage room was thankfully empty. Empty of dwarves, I mean. There were enough boxes to build a castle or two. Many places to hide, even if you are a human. Dwarves always built their fortresses with large enough corridors and tall enough rooms for any race to feel comfortable in. It was all made this way that they could have tourists and not run into problems later when walls were too close for a human to pass. If architects were incredibly bad, you couldn't even make them wider, because there were rooms only few inches of stone away. And Nithim was always a good sneak. As I cursed silently after accidentally falling over a random pile of rock crafts, something lifted up my helmet and I felt a hit directed to my head. It took all my willpower to not start shouting at Nithim who was standing behind me, my helmet in hand.
-The hell you are doing here, you old weasel. Did you get bored of taunting those lizards?
-Nice to see you too, you rotten idealist. So you're a dwarf now. Last I heard, you were leading goblins to a more civilized future. What happened?
-An axe to the face happened. And how did you recognize me?
Nithim smiled. -As much as you try, you can't pretend to be a true dwarf. Especially when playing a guard. You stand there like a statue. No spiting, no snoring, no milling around, no beer in hand. Also, on night shifts you could see so much more than a common dwarf soldier. Those that can see that far in the dark already have severe cave adaptation, standing guard in the sun would leave them dizzy, and they would be spilling their lunch all over the place. Also, I sneaked in and checked the records. Your habit of using same name every time is really silly.
My next wave of curse seemed to be rather hilarious for him. After I stopped cursing, and he stopped laughing, he finally revealed why he was here. Coins. Anvil and the rest of our blacksmiths were minting coins to repay for some coal shipment I had never heard about. And he wanted them. Way to the forges was closely guarded, however, and he needed someone to help him sneak past. By schedule, all soldiers were appointed to be guards in key positions on each fourth day, so that there would be plenty of time to hone our skill. My next shift would be down in the forges. That was the time to strike.

Happy Armokmass to all.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 25, 2013, 01:20:15 pm**

Anodder lovely contribution! Much appreciated, and Merry Armokmas to you too man.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 29, 2013, 09:15:08 pm**

5th Malachite, 228

The two young lads Dragonfly and Thikut have come of age and are now ready to serve. I've assigned them to a recent arrival to the Squad designated the Ripperjacks. We can have one of the surplus citizens fill out the Wolf Spiders. I'll have to go over the stocks and make sure they have enough swords handy, and once a barracks is complete they'll begin their training immediately.

We've also put it to a vote and since it was Zacen's idea to dig in here, she'll be the one to represent us when the time comes to appoint fortress nobility. Also a humorous note is Morgan's first mandate was met by Morgan herself! Evidently she was just looking for an excuse to make some raven beaks without Anvil yelling at her for wasting metal.

I've also decided that we'll need chains built ahead of time to avoid undue injury and went ahead and asked one of the smelters to make use of the piles of tetrahedrite we have laying in storage. I've also found we're short on shields and swords, as well as armor. I'll have to ask Solon what we have in stock so we can correct this.

28th Malachite, 228

I've reminded Selore to cease taking down names, and only record arrivals of great workers and those dwarves with military skills. If it isn't obvious journal, more mouths have arrived. We should probably start looking into establishing a farm but we're not exactly hurting for food thanks to ample imports.

-a small note is attached, clearly written by Selore-

- 1 Great engineer
- 1 Macedwarf (perhaps suitable for training peacekeepers)
- 1 Great Forgemaster (Weapon, armor, and furnishings)

1 Great Starmetal Extractor
1 Great Alchemist (A useful mentor to the dwarf Dezz)

Total new arrivals: 13

2nd Galena, 228

Checked over the stocks and the Ripperjacks should have some fine steel blades ready by tomorrow. Anvil's an amazing artisan and I've never seen such blades come out in a matter of hours; Just a matter of getting a bit of steel made.

We're also still hard at work sealing up the below ground sections of the fortress; Don't want another rot spewing.... Thing, crawling up out of the depths.

10th Galena, 228

One of the new arrivals from last month is one beast of a marksdwarf! He's already brought in two giant sparrows! Guess we could always use the bones for training ammo and more meat never hurts.

18th Galena, 228

Human wagons are trundling along towards the fortress, so I sent word for stuff to be brought up and for the troops to be on the watch for any suspicious movement; goblins and the like love to make their attacks during trade season. Also made sure to have the coins brought up.

19th Galena, 228



The damned once-dwarves attacked at high noon today, evidently fed up with waiting in the heat; While it didn't make their intrusion any less unwanted, I can understand them getting uppity. It's so hot out there that much of the grass was already dead from the heat. They announced their presence with an attempt on Grimmash's life, and the shot missed him by mere inches I'm sure!

Their first salvo of bolts missed us all completely as those on station (I had gone to get lunch after informing the others of the caravan and Ferro was picking up a new shield,) rushed out to meet the enemy. According to accounts, Maskwolf dodged two shots while Thor batted one bolt right out of the air!



Despite slamming into the wall of a dried pond, when the enemy sergeant came at him his swing was wild and glanced off the hammerdwarf's chitinplate cloak and Maskwolf returned the favor by outright shattering the attacker's lower leg with a well aimed blow from his hammer while Thor bashed him in the back from behind. Dreamerghost apparently went into a full on martial trance, his movements becoming disturbingly fluid as he ducked and dodged every bolt fired at him.

By the time he and Mad Bomber had gotten into the fray though, the enemy sergeant was good as dead according to them: Maskwolf had shattered his axe-hand and Thor broke both of his legs above the knee with that skullcracker of his. The poor sod must've been to weighed down by that heavy coat of plates he was wearing. Dreamerghost put the traitor out of our misery with a cut to the head. Evidently the fool neglected to wear a helmet.

The Private slashes The Chaos Dwarf Axedwarf in the head with his steel short sword bruising the muscle shattering the skull and bruising the brain through the ({pig tail fiber cap})!

Unfortunately, some of the stray bolts exchanged by the chaos dwarves and off-duty Wolverines resulted in Titus taking a bolt to his leg. The pain was simply too great and he only bade it two hobbled steps befor he blacked out.

The flying ({steel bolt}) strikes The Carpenter in the right upper leg chipping the bone through the (alpaca leather cloak)! A tendon has been torn! The ({steel bolt}) has lodged firmly in the wound! The Carpenter falls over The Carpenter gives in to pain

Thor, upon hearing someone shout "Titus is hit! Someone get him out of here!" then proceeded to quickly charge out of the pond and take the leg out from under an aggressor and smash his head in, then moving on to another while he was reloading. Mad Bomber meanwhile, simply plowed through the one Thor had bypassed, caving in her skull and continuing on without so much as stopping.

The Sergeant bashes The Chaos Dwarf Marksdwarf in the right foot with his wrought iron skullcracker shattering the bone! The Sergeant bashes The Chaos Dwarf Marksdwarf in the head with his wrought iron skullcracker bruising the muscle jamming the skull through the brain and tearing apart the brain! The wrought iron skullcracker has lodged firmly in the wound!

The Sergeant bashes The Chaos Dwarf Marksdwarf in the head with his wrought iron skullcracker, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Chaos Dwarf Marksdwarf has been knocked unconscious!

The Private collides with The Chaos Dwarf Marksdwarf!
The Chaos Dwarf Marksdwarf is knocked over!
The Private bashes The Chaos Dwarf Marksdwarf in the head with his wrought iron war hammer, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Chaos Dwarf Marksdwarf has been knocked unconscious!
→The wrought iron war hammer has lodged firmly in the wound!

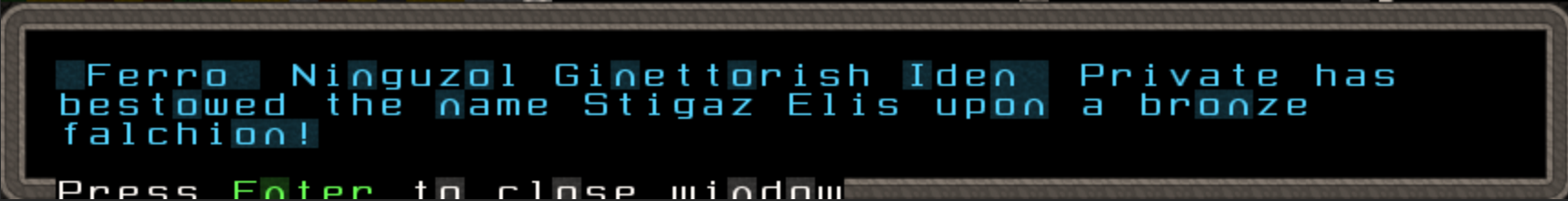
They all leapt on the last survivor, and none of them are really sure who got the kill.

Trade is underway now, and I told everyone first come first serve on the attire of the dead traitors, provided they wash them first.

1st Limestone, 228

Autumn's here, and with it came a weaver shouting some broken combination of elvish, dwarven, and dyansauri. We'll have to throw up some clothing shops for him. Bouth every bit of food the caravans had, but I may need to check and make sure we got all their booze too.

22nd Limestone, 228



Ferro finally named his blade. The Rasps of Thinning. I think I can agree to the thinning aspect of it. That weaver took over the clothier shop we tossed together in a hurry but just keeps shouting things and mumbling about silk, a commodity that while we can get at it isn't really worth doing so. Hopefully he can hold out until a caravan from home arrives.

Thor and Mad Bomber have also been named Hammerlords, and I think they earned the title after that clash with the chaos dwarves!

1st Sandstone, 228

A chaos dwarf almost made it out of the fortress with a child, a little boy named Urvad! Maskwolf ran the thief down, as the bastard slipped by me when I swung on him and with myself and Mad Bomber the three of us cornered the traitor and severed him from this plane.

17th Sandstone, 228

Titus got out of the hospital the other day, all bandaged up and with a walking stick. Parson says there wasn't any permanent damage and that Titus is one tough old bastard. Put in an order for the remaining armor stands and weapon racks we need in the barracks topside, and the Wolf Spiders can begin training. Adil's constantly tending to Anvil's life work, making sure it's sharp and oiled and shiny, so I think The Celebrated Soul is calling to her to fight. Frankly she seems much less opposed to it than she used to.

Most of the fortress is almost sealed and safe at long last, and we now have a proper equivalent to a gatehouse, just need the mechanisms and two more gates to solidify our holdings aboveground. I also need to look into securing a safe water source underground for Selore; I don't want her wandering around topside to get water. She tried to use the wells but evidently no matter how many times Lizard tells her to use the rope and pulley to bring water up she still gets her head stuck in the opening. I don't even know how she manages that but she does.



19th Sandstone, 228

Mistem Loronul Weaver cancels Strange Mood: Went insane
→Mistem Loronul Weaver has gone stark raving mad!

Mistem, that weaver I told you about before journal? Well, he lost it and now he's running around stripping off his clothes and blabbering on about clouds and silk and a whole host of other nonsense, and he attempted to have Selore give him a piggy back ride shouting something about horses with stripes the whole while. He's still running around giggling like a loony despite her tossing him into a wall. Guess we'll have to get started on a cemetery...

So there's another update! Chaos dwarves took a swing at us and the worst we got was one wounded carpenter who didn't even suffer any permanent damage. The barracks are largely finished (next update will have screenies of them) and complete with fortifications, we sent off the 2000 gold coins in the gold bin as I said we would and I found out at least in centuries past, we had a necromancer for a general.

Anyway, all is well, we have burgeoning youths ready to fill the ranks, new workers, and all that good stuff!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 29, 2013, 09:48:24 pm**

"Ssss... Sir..."

Thor looked away from where the rookies were sparring.
"Yes, Maskwolf?"
Maskwolf's eyes seemed locked on his feet, but when he spoke his voice was firmer, "Did we have to kill them, sir?"
Thor frowned, "What do you mean?"
"Well, sir... couldn't we capture them, or injure them and let them escape, or do something like that?"
"Would you prefer to let them come back to fight us again?"
"No, sir, it's just..."

"It's just what, soldier?"
"What if they have a family back at home. What if they are only fighting us because their leaders command it? What if all they want to do is go home?"
Thor sighed, "Look, soldier. Try not to think about those things. The only thing you need to think about is getting back to your family. Every battle, keep that locked in your head: I need to return to my family tonight. There may be some of them who are like that, but they aren't going to stop because of it. Nor can you. Just remember your family, how they need you to return after the battle. That should get you through the battle. Do you understand?"
Maskwolf looked up and nodded.
"Good. Now, go home. You can leave early today. Just make sure that you don't flake out in the middle of battle."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 29, 2013, 10:03:41 pm**

Make me feel guilty for those poor choas dwarves why don't ya? :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **December 30, 2013, 05:27:12 am**

"From the personal log of Lizard, construction worker and ethnographer:

"Have you heard the latest news, my scaled sister?" - Today Selore seemed a bit more talkative then usual. She must have been very embarassed after that well incident - after I managed to get her head out of that opening, Selore looked pretty ashamed. Ever seen a blushing tiger? Me neither, because her face is actually covered with thick fur. Anyway, she came into my room today and, after a moment of hesitation, sat on the chair next to my bed.
"What's the matter?" - I asked, putting my sociology book on the desk.
"We got ambushed by a pack of the broken ones. They were armed with gear bows, but the guards quickly dispatched them." - Selore grinned: "You dwarves are brave hunters and warriors."
"Excuse me, ambushed by what?" - I thought I misheard the word. The tigerwoman gave me a surprised look.
"The broken ones. You haven't heard about them?" - she furrowed her brow: "You call them... mmmur... Dark dwarves. Or chaos dwarves."
"Oh, I know already. Yeah, the chaos dwarves. Have you met them before?" - I asked her.
"Not really." - she responded: "But the shaman told us stories about them back when I was a cub."
"Stories? Could you probably tell me some?"
She looked doubtful. I knew the tribals tend to keep their myphology to themselves, even if they are asked about usual bedtime stories.
"Well, I think I can. Follow me. I need some herbs for the ritual." - She got up and walked to the door. We made our way to the storage room where she grabbed a bundle of blade weed, a earthenware plate and a flint. Then we returned to my room. She sat on the floor, put a plate in front of her, placed a bit of blade weed on it and lit it. I quickly grabbed my notebook and a pair of quills.

"Listen closely, the Scaled One" - she said in a singsong: "I shall tell you the story of the ancient times, when the spirit of Great Tiger wandered the earth, and when colossal beasts struggled for power.

**Once there was a dwarven tribe, rich and strong
They knew not only copper and iron, but also bronze and steel
Their warlord ruled the earth and lead them to victory
They grew crops, and built the cities
Gold and gems covered their clothes
But the avarice grew, their minds were engulfed by greed
They dug through the earth, and they mined too deep,
They revealed the ancient evil, known as the Whirlwind.**

**The evil spirits tore their souls apart and assimilated them,
The dwarves turned into monsters
They did not die, but neither they lived
Their leaders accepted The Whirlwind as their master
Now these dwarves wander the earth, seeking for blood.
Childern cry, and peasants desperately flee, and warriors grab their arms.
All shall beware the broken ones!"**

I wrote down every word of her. Of course, it is a myph, but the information can still be useful. What did the dwarves find so deep? Probably admantine. Ancient stories say that adamantine veins lead straight to hell, but... Molten rock? Maybe it was something other?"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 30, 2013, 12:22:46 pm**

21st Sandstone, 228

More migrants, 16 apparently and none really notable save a few with past military training. Selore told me there were two mace and an axedwarf mixed in with two marksdwarves. With this batch I had one of the summer migrants, a peasant named Erith, take on the role of Captain of the Guard. His squad has been designated the Stoneflies and the squad members under the separate rank of Peacekeeper.

Unfortunately this also means that the Wolf Spiders will have to wait on getting to see battle, as Adil has been pending imprisonment from when Endok was mayor and will be jailed for 76 days. She was upset of course when Itéb (one of the two new peacekeepers,) showed up and demanded she go with him to the prison, but better jail time than a beating.

17th Timber, 228

Vamarii on the way here, so the home caravan is not far off. The stand and rack orders were finished before Sandstone was out, now we just need to finish the windows for the barracks.

20th Timber, 228

Fucking xelics. Jumped the ass end of the vamari caravan. The two foxes running reguard fought hard, but the spearfox didn't survive the fight. However she did take two with her, and we killed two ourselves, though the enemy sergeant and two others escaped. One our way back, Ferro ran into a second squad, a mess of hammerbugs lead by a macebug who had blundered into a trap. Damned thing was leaking ichor and vomit everywhere when Ferro put him down. The rest of the bugs scattered with their sergeant cut in half and missing an arm, so we'll remain on watch until trade is concluded.

22nd Timber, 228

No activity for two days' worth of patrols. We're gonna pack it in.

10th Moonstone, 228

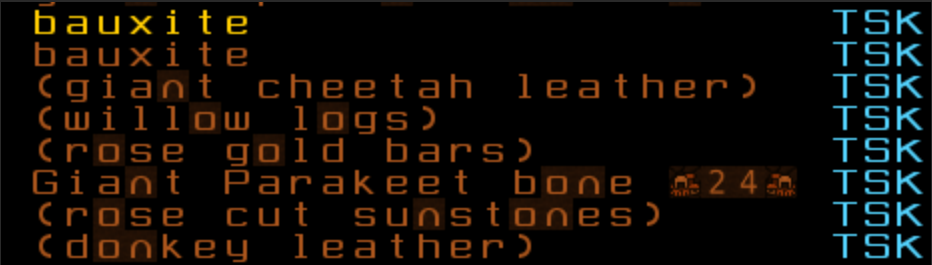
Doren Isancatten Stonecrafter is taken by a fey mood!
→Mistem Loronul Weaver has died of thirst
Doren Isancatten has claimed a Crafts dwarf's Workshop

Bought every drop of booze and every bit of meat and cave lobster the caravans had! Selore seems to love cave lobster. Oh, and

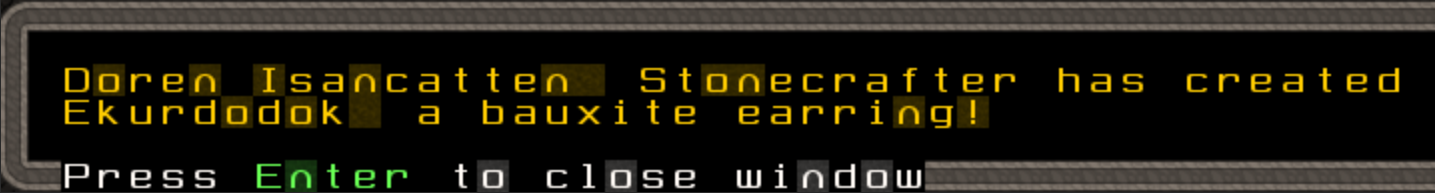
someone has been acting... Funny. A stonecrafter went tearing through the fortress screaming about something, what though I have no clue.

And Mistem finally stopped blabbering about nonsense and died of thirst. We found him hiding in Selore's tipped over basket clutching a severed xelic head (When the hell did he go topside?)

By sundown, Doren, the stonecrafter, had gathered a bunch of crap and begun work on something.



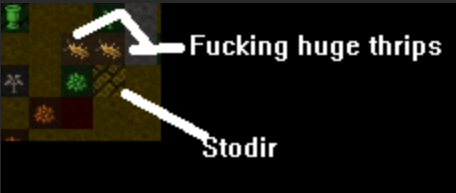
21st Moonstone, 228



Another useless bauble, but hey, better than Doren ending up dead right?

26th Moonstone, 228

The Hammerheads had to respond to a distressing call today... Stodir the Hunter and Soaper, was struck down by his quarry. They heard him shouting bloody murder and rushed out thinking it was another kidnapper, only to be greeted by a horrible sight of Stodir being torn to shreds.



They got there quickly enough to kill three offending bugs, and upon inspection Stodir was more beaten to hell and full of busted bones than anything. May need to put together a traction bench. A bowyer named Rith was the one who cam out and dragged the mangled soaper to safty.

11th Opal, 228

Monitor's mother seems a bit frantic. Evidently she can't find the little tyke anywhere, but I'm sure her kid's here somewhere. There's 130 something dwarves in this place after all.

A kidnapper has made off with the Dwarven child Monitor Rinulmonom!

Oh, and Morgan just made the most outrageous demand this place has seen yet.

Demands: adamantine throne in Bedroom

I am NOT risking lives on an expedition for some fancy blue crap we don't need!

12th Obsidian, 228

Finally found out what the fuck Starmetal is. Lizard was trying to tell me for weeks but the general commotion and all the construction work left little time for either of us to talk. Just some backwoods tribal term for adamantine; probably kobolds or something seeing spires and ripping out loose bits before getting scared off by the underground wildlife.

Oh, and hobgoblins are here to trade, so chances are that means it's ambush season again. But, we're starting to run short on drink and I need to consult our bookkeeper on how many spare barrels we have so that can be corrected.

Oh, and it was brought to my attention that nobody fucking buried Mistem, or even bothered digging out a funerary space. I already have my hands full training and constantly having to look over reports at the end of the day all piled up by my bedside, to say nothing of Selore's constant running around keeping tabs on things for me with Lizard's help; but even they can't be everywhere at once and they didn't even know where the hell Mistem's corpse went after we moved it out of my room.

20th Obsidian, 228

Frost giants won't be trading with us this year. An ambush party of goblins apparently. Found two dead pack animals, their attendant merchants, and two dead goblins.



Of course it'll be blamed on us, I'm sure. So we'll help ourselves to the wreckage.

21st Obsidian, 228

Em Eranako Goblin Bowman

Usbu Utongamxu Goblin Bowman

Snamoz Kutsmobsmob Goblin Bowman

Ngerxung Rugolngokang Goblin Bowman

Gozru Sloslubstozu Goblin Bowman

Invader

Invader

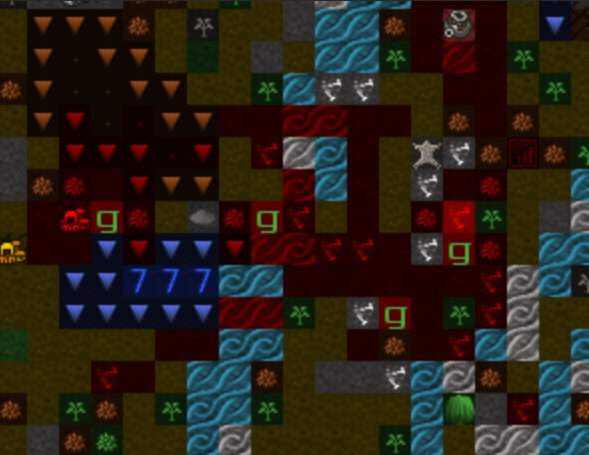
Invader

Invader

Invader

→An ambush! Curse them!

The flying ({{iron arrow}}) strikes The Hobgoblin Spearman in the left eye tearing it apart through the ({{large goose leather cloak}})!
The ({{iron arrow}}) has lodged firmly in the wound!



10th Granite, 229

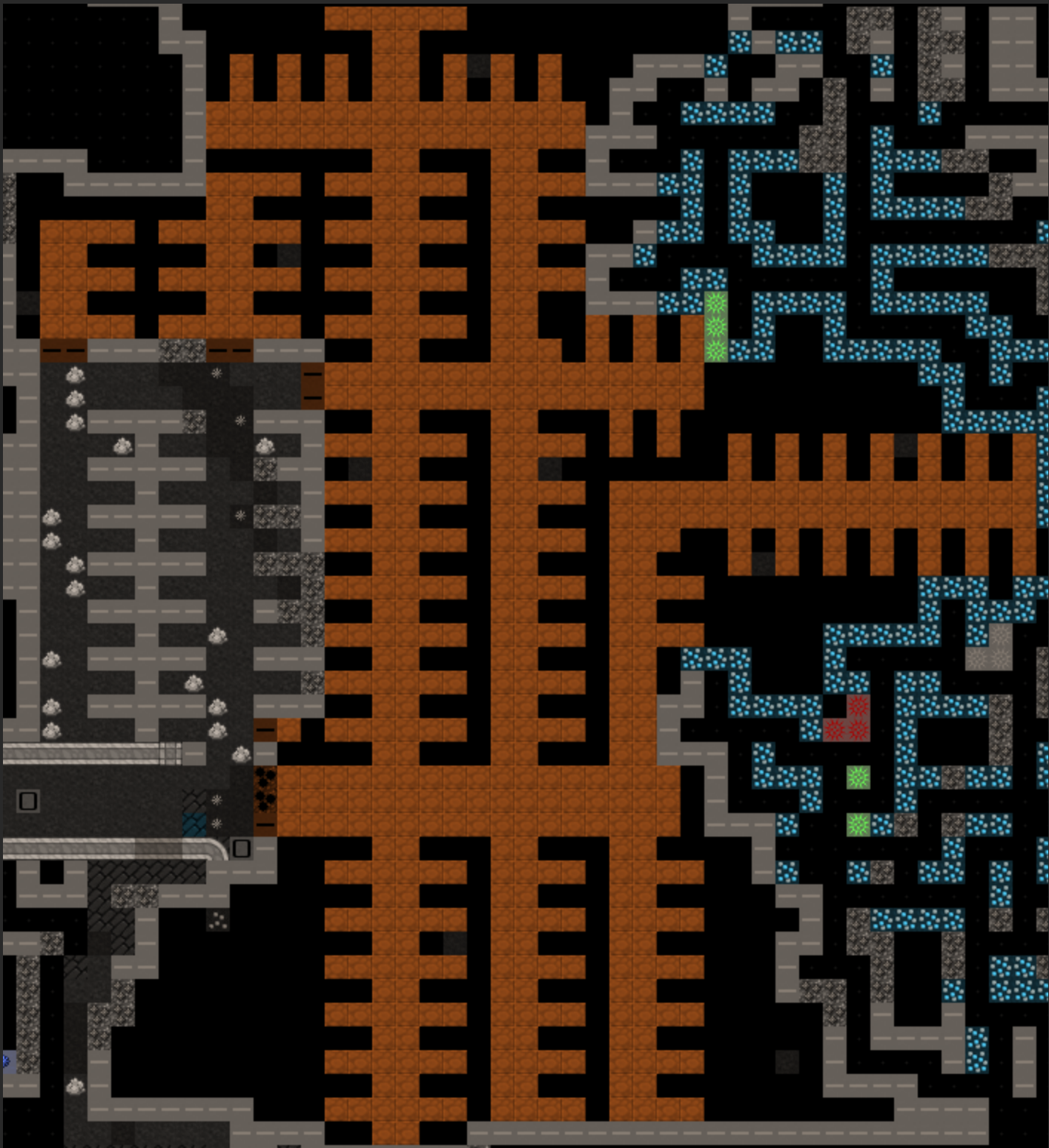
Fortifications are almost finished and the Wolverines now have a barracks to call their own.



They'll be on full-time training soon enough. I also checked in with Erith about Adil's prison term and found she got out around new years, and has been melting down stray bolts and arrows. We've also been picking dead goblins out of our weapon traps and a row have been installed behind the main gate, to deter future kidnappings. Yes, kidnappings. We did a headcount and not counting Mistem, we're missing Monitor and there's no sign of the kid anywhere. Clearly a snatcher slipped through after we moved into our barracks.

14th Granite, 229

I've ordered the cemetery be expanded and once we run out of pyhillite, to start using orthoclase for coffins and slabs. The others are all understandably unsettled by my orders for a cemetery this large, but I can't help but feel like something horrible is going to happen and I'd rather we have somewhere to quietly stuff everyone before we start to dying like animals.



15th Granite, 229

Or maybe not. Nearly the whole fortress seems composed of that lovely light gray stone, so as much as it pains me to do so, we'll have to bury Mistem in a wooden casket. We need the stone for other things and more important workers. I've also told the troops we'll all be receiving metal sarcophagi, in the event of something unfortunate happening. I'm going to put in for enough steel to be made for each sergeant and myself to receive a steel one, while all other soldiers will receive an iron one. I'll also make sure our forgemasters all receive similar burial accommodations should something claim them as well. They deserve that much.

21st Granite, 229

The troops seemed overjoyed to hear I was putting in for copper flasks for all our soldiers. Good to see them all in such high spirits from something so simple!

9th Slate, 229

Apparently my "Stop filing migration papers to Carryscar" request went unheeded. More migrants arrived.

- Once more Selore's writing is found on a note attached with a bit of thread-

- 1 Great surgeon and wound dresser
- 1 Great marksdwarf (directed to Sergeant Firecrazy)
- 1 Great leatherworker
- 1 Great war machine engineer
- 1 Great Armorer
- 1 Novice marksdwarf (Directed to Sergeant Firecrazy)

Total New arrivals: 12

10th Slate, 229

Begun making coffins for some of the valuable workers. The doctors and miners are getting first dibs on stone coffins. Oh, and someone found Mistem's bones tucked under her husband's bed. So she's finally been laid to rest.

14th Slate, 229

I talked it over with the Forgemasters and have resolved to petition for us to build an official branch of the Gravel Metalworks Guild. Considering our impressive number of exceptionally skilled metalworkers, I think the king and the guild council will approve. Anvil of course has been selected as head of the local guild should we be successful.

12th Felsite, 229

High elves inbound, so that means it's "bandits try to wreck caravans" season again.

9) The Enemy Is Upon Us!

A vile force of darkness has arrived!

| | | |
|-------------------------------|-----------------------|---------|
| Ethik Tekiiritashuthe | Vlt Xlc Mrksbg | Invader |
| Usale war Grizzly Bear | | Invader |
| Rhotha Obatheoimoyoi | Vilt Xlc Mrksbg | Invader |
| Odarahato war Grizzly Bear | | Invader |
| Ioloir Biadeu | Violet Xelic Marksbug | Invader |
| Embavzavte Alligator | | Invader |
| Keip Igeuskuug | Violet Xelic Marksbug | Invader |
| Xomlox One-humped Camel | | Invader |
| Pokiricedbashetheshyw | Vlt Xlc Mrksbg | Invader |
| Naetiath war Woolly Mammoth | | Invader |
| Isemem Amalaheh | Violet Xelc Hmmr Lrd | Invader |
| Oniuruigu One-humped Camel | | Invader |
| Va Efalirohrathatapa | Violet Xlc Pkbg | Invader |
| Tekishen war Grizzly Bear | | Invader |
| Chaa Doahaaquack | Violet Xelic Pikbg | Invader |
| Thran Giant Thrips | | Invader |
| Ijezurae Ithoderubeinvh | Vlt Xlc Pkbg | Invader |
| Giant Eagle | | Invader |
| Xestsu Kusnathrut | Violet Xelic Pikbg | Invader |
| Ethiraa Giant Thrips | | Invader |
| Anathurur | Violet Xelic Pikebug | Invader |
| Razaape One-humped Camel | | Invader |
| Gozru Nustalusmza | Violet Xelic Pikbg | Invader |
| Oatheisheami One-humped Camel | | Invader |
| Methohe Nacagabuto | Violet Xelic Pkbg | Invader |
| Patador Giant Dingo | | Invader |
| Ojzigti Aweiyre | Violet Xelic Pikebug | Invader |
| Relib Giant Tick | | Invader |
| Rohir Smohkenom | Violet Xelic Pikebug | Invader |
| Ohuth Giant Dingo | | Invader |
| Naseshasa Vorassrpffhsh | Vlt Xlc Pkbg | Invader |
| Tomu One-humped Camel | | Invader |
| Ios Ovoidheishueshu | Violet Xelc Pkbg | Invader |
| Zetarakad war Polar Bear | | Invader |
| Amedamehuru Exirabmwrgf | Vlt Xlc Pkbg | Invader |
| Sev Giant Dingo | | Invader |
| Oshateiyai | Violet Xelic Pikebug | Invader |
| Itocowie war Woolly Mammoth | | Invader |
| Mudung Felledir | Violet Xelic Pikebug | Invader |
| Rhotha Giant Eagle | | Invader |
| Moigaaothaime | Violet Xelic Pikebug | Invader |
| Rtethoh war Woolly Mammoth | | Invader |
| Sostrot Ebnoromnu | Violet Xelc Ax Lrd | Invader |
| Youyek tack war Polar Bear | | Invader |

| | | |
|-----------------------|-------------------------|---------|
| Agage | war Grizzly Bear | Invader |
| Dexiyijith | war Grizzly Bear | Invader |
| Yavitar | war Grizzly Bear | Invader |
| Sa | war Grizzly Bear | Invader |
| Esayevaa | war Grizzly Bear | Invader |
| Enudoru | war Grizzly Bear | Invader |
| Ethik Ewaz | Violet Xelic Hammerbug | Invader |
| Yuagu | Giant Tick | Invader |
| Amigira Urohan | maganah Vlt Xlc Hmrbg | Invader |
| Patador | Giant Eagle | Invader |
| Tomu Mmotyoni | ithalo Violtn Xlc Hmrbg | Invader |
| Ilero | Giant Tick | Invader |
| Iritashuthe | Namavadzr Vlt Xlc Hmrbg | Invader |
| Moyo | Giant Thrips | Invader |
| Oxdu Monebno | Violet Xelic Hammerbug | Invader |
| Henithif | Giant Thrips | Invader |
| Elai Thoaeihoah | Violet Xelic Hammbg | Invader |
| Thavyxew | Giant Thrips | Invader |
| Ticya Tshenbemyeinmiy | Vlt Xlc Hmrbg | Invader |
| Ge | war Polar Bear | Invader |
| Rinet Tenadynevez | Violet Xelic Hmrbg | Invader |
| Ia | Giant Eagle | Invader |
| Minbaz Kirgeth | Violet Xelic Hammerbg | Invader |
| Thran | Giant Tick | Invader |
| Brelapiy Nittyspwmych | Vlt Xlc Hmrbg | Invader |
| Naseshasa | One-humped Camel | Invader |
| Otomaraomapagoj | Violet Xelic Hammbg | Invader |
| Ethiraa | Giant Eagle | Invader |
| Satheth Kenomhocu | Violet Xelc Hmrbg | Invader |
| Ahexa | war Grizzly Bear | Invader |
| Ametha Roniramare | Violtn Xlc Elt Bwmn | Invader |
| Dii | Giant Thrips | Invader |
| Tomu Braccitvuy | Violet Xelic Marksbg | Invader |
| Artuk | war Polar Bear | Invader |
| Iemui Oyoiliu | Violet Xelic Marksbug | Invader |
| Urohan | Giant Thrips | Invader |
| Akmesh Numasrer | Violet Xelic Marksbg | Invader |
| Naseshasa | One-humped Camel | Invader |
| Brilnan Kabthe | Violet Xelic Marksbug | Invader |
| Obuwobadu | Giant Dingo | Invader |
| Doahaaquack | Shat'ec Vlt Xlc Mrksbg | Invader |
| Nenohish | Giant Tick | Invader |
| Acath Urbedlofi | Violet Xelic Marksbg | Invader |
| Eranawa | Giant Tick | Invader |
| Awe Izrimiykuri | Violet Xelic Marksbg | Invader |
| Sumun | war Woolly Mammoth | Invader |
| Tholest Niralsalul | Violet Xlc Mrksbg | Invader |
| Shoneth | war Woolly Mammoth | Invader |
| Ohihamomaa Obatheouma | Vlt Xlc Mrksbg | Invader |
| Igoep | Alligator | Invader |
| Nuohoam Kenuokaati | i Vlt Xlc Mrksbg | Invader |
| Jideyeh | Giant Thrips | Invader |

Yup. Caravan wrecking season again. It's the fucking bugs again, this time though they aren't fucking around. I poked out to see who was there, and they're riding all manner of critters, from camels and giant thrips to alligators and fucking wooly mammoths.

The elves are coming along the brook and are trying to haul ass into safety, and we're closing the east and west gates. Knowing these arrogant fucks they'll end up charging right through the traps and if nothing else we'll be dealing with significantly weakened opposition.

Once more, may Amas watch over us and see us to victory. Because this is gonna get ugly.

Danananaaaaaaaaa! Another update for my adoring audience! Seems we have visitors. Anyway, we had some minor trading hiccups, some goblins died, the new year came, and now we're under seige by, who'da guessed, VIOLET XELICS! And it looks like they really don't plan on fucking around this time. Also, mistern evidently died and rotted to bones in her apartment. So... my bad on that one.

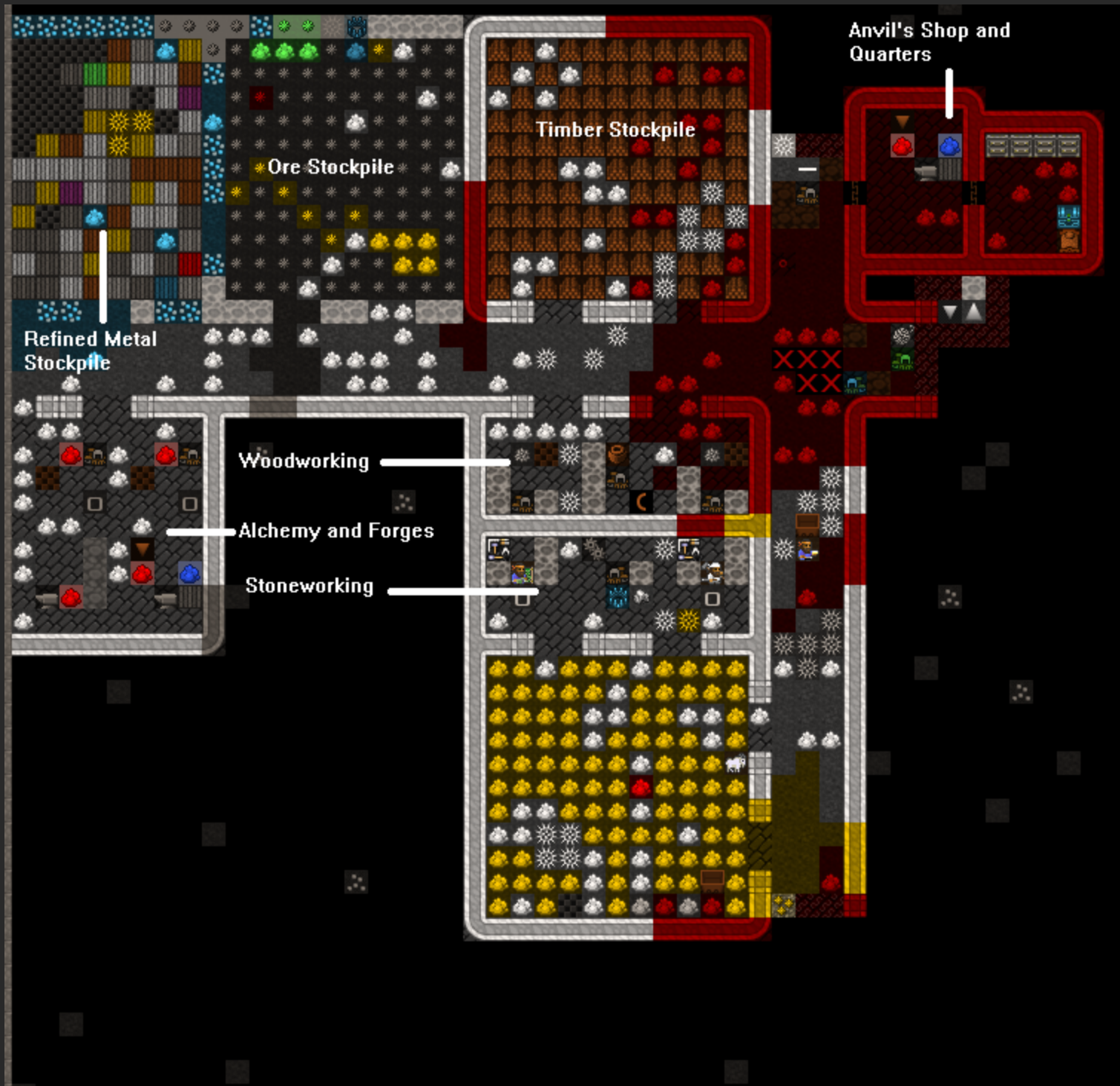
Also, as requested, here is a quick go over of the fort!



Main entrance complete with finished barracks space! Look at dem windows! Luxurious!



The gatehouse, now fully built and having a regular gatekeeper moved in. The statues consist of dwarves, hamsters, and the rise of two chaos dwarves and a xelic as enemies of the fortress. Said enemies are also very dead now.

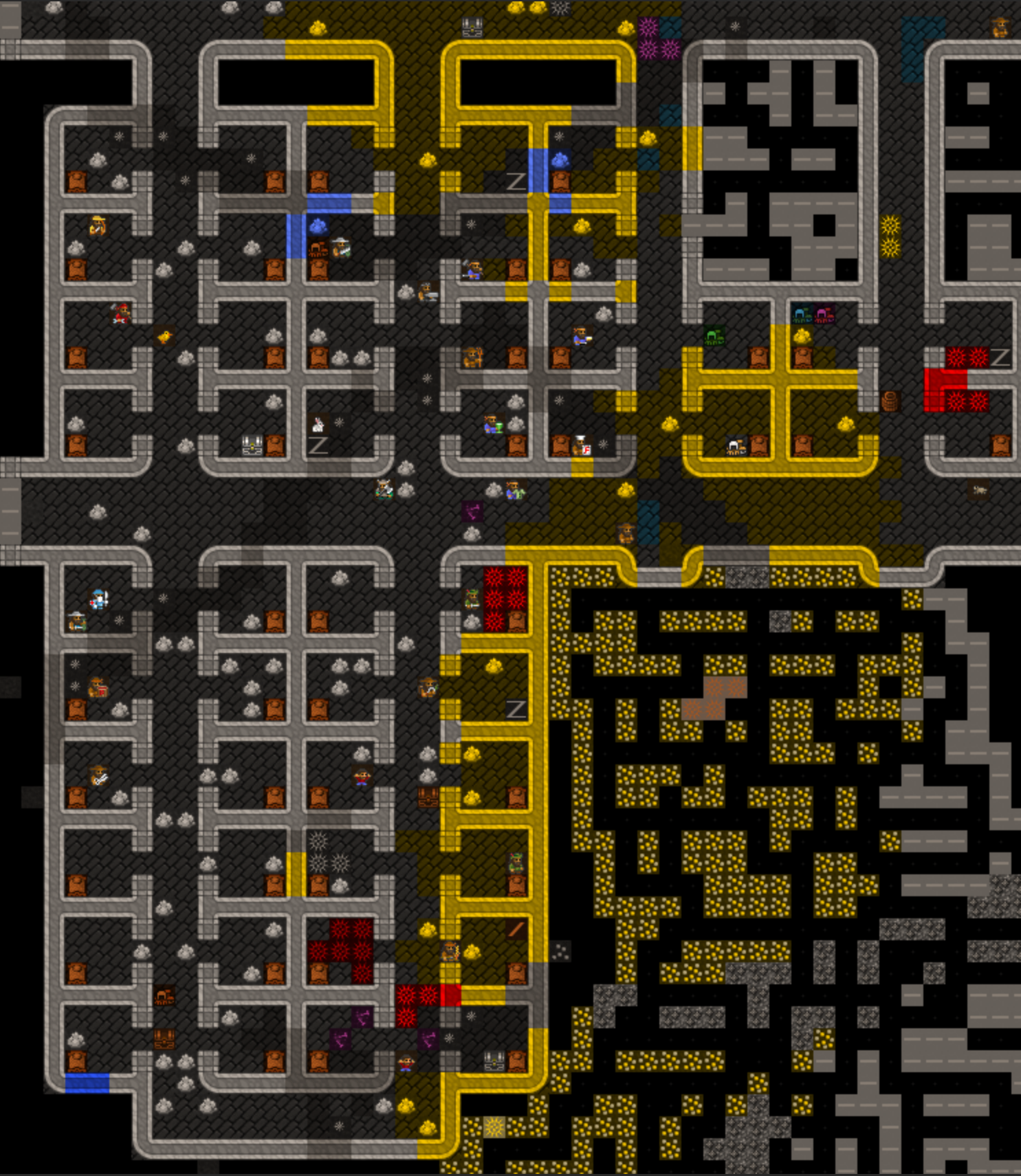


Our current industrial heart, also including Anvil's abode.



Administration. Not pictured: Zacen's unfinished accomodations.

And below, is the residential area. Fairly basic, and includes the hospital. There's a shortage of doors and such, but nearly everyone has a bed.







So there's another update! Hope you guys enjoy!

Title: **Re: Ozkakkurith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 30, 2013, 12:51:36 pm**

Nice looking fortress we have here!

Good luck against the invaders. If we're really fortunate they'll get their general killed on a trap and scatter before doing any real damage.

Title: **Re: Ozkakkurith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 31, 2013, 04:20:05 am**

13th Felsite, 229

We locked all the gates. There's just too many marksbugs out there. The elves were probably horrified when they saw the south gate close... And honestly, I feel terrible for leaving them out there. But what's done is done. The clash was clearly messy, and there are dead mounts gumming up the western traps and their owners nowhere to be seen. The bear pack is all kinds of bloody from ripping several caravan guards to pieces, and I ducked back in before they got to the wagons, but it looks like some may yet escape with their lives. A high elf bladesman was tearing through the bears like a hot knife through so much cheese last I looked.

Some of the marksbugs though were a bit eager for glory and got trounced by the Wolf Spiders and Hammerheads when they flew into the barracks from the roof access. On their own, we're more than a match for a common marksbug, but a large number will be suicidal to face.

21st Felsite, 229

It's over. The bugs left after some of their precious animals died on our traps. There were two dead camels, a giant coyote, a polar bear, and a whole bunch of dead grizzlies out there, along with the gnawed and shredded remains of several guards and merchants, but no wrecked wagons so we can take solace in that much. In the meantime, I counted six dead elves, and the dead mounts, two pack animals, and the two bugs. Most of the fallen elves were barely recognizable lumps of torn meat and fabric and the guards were equally mangled.

We're piling all the dead up, and taking what clothing that may fit us. While it wasn't really a victory for us it wasn't really a loss either, save for the trade being interrupted and blame being laid upon us for the loss of the merchants.

23rd Hematite, 229

More Amas-forsaken hopefuls. I'm getting sick of migrants. I didn't mind them at first, but now? It's like a never-ending trickle of dwarves, each new arrival being a potential disaster. Regardless, I'm happy Selore's had something to do. If she wasn't my secretary (more or less anyway,) I'm sure that the others would have thought I had some kind of sick attraction to tigermen.

-And of course is the requisite note.-

- 1 Great woodcutter
- 1 Great mechanic
- 1 Great butcher (Splint's note: Useful considering the amount of dead mounts and warbeasts we had to process last month)
- 1 Great marksdwarf (Directed to Sergeant Firecrazy)
- 1 Cub with potential as a warrior (11 years old, looks strong and fast)
- 1 Competent swordsdwarf (Directed to you)

Total New arrivals: Forgot to count.

That new guy make for one full marksdwarf squad which is now training full time. Morgan's been ousted from mayorship as well, once word leaked from the forgemaster of her outrageous demand. Nuri-Al Gnat won the election on the first as a result, using the "I'm not a deranged smith" platform.

1st Malachite, 229

Aside from the new girl, the Cazadors now have their burial spaces at the ready, as do the Hammerheads. We're also looking into our armor; I realized we're all painfully underarmored and much of what was left over is far too heavy or of too poor a material to work for us. Right now most of us are getting by with whatever mail and breastplates we've looted from the enemy; I'll look into having Anvil correct the issue of plate gauntlets when we've the steel to do so. Speaking of steel, Thor's gonna be resting in style. He's got himself a masterwork steel coffin! Lucky bugger.

9th Malachite, 229

I've been informed a glassmaker's been babbling on about something, and I was worried he'd try to make something with our precious iron or steel. I made sure to have it all cordoned off so that whatever that nutter uses isn't stuff we need for armor and weapons.

10th Malachite, 229

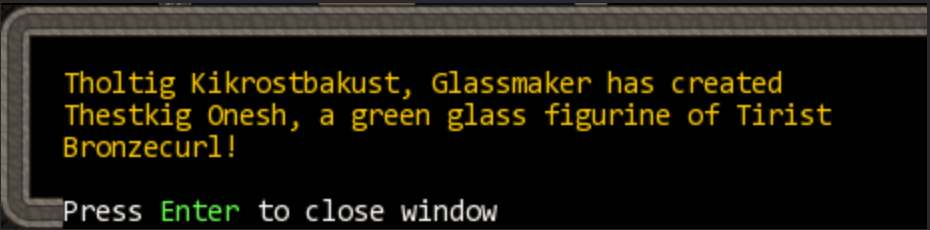
Well, this is embarrassing journal; turns out some cave spiders had been leaving webs in Talonis' room and he'd been sweeping them into a corner. Turns out those little buggers may have saved that glassmaker, because he refused the wool and cotton we had on hand. It wasn't much intact, but it was enough for one bolt of cloth.

15th Malachite, 229

Tiger and one of the new guys are officially elite marksdwarves. They've been practicing on the range while the others run basic melee drills so, if worse comes to worst they can defend themselves.

27th Malachite, 229

A hollow-eyed and thirsty dwarf stumbled out of the glass furnace with the glassblowing pipe stuck to his head and a fancy green glass figurine tangled in his beard.



If memory serves, the dwarf the figurine is depicting was possibly our first monarch! But I never really paid any attention to the teachers in the mountainhall schools, so the fuck do I know. Hell, out here we've only schooled the kids enough to read, write, and do basic math! They just watch the adults to learn about various trades.

1st Galena, 229

1st Galena is highlighted by another elite marksdwarf, and Doren tells me the two boys have become amazing swordsmen in a very short time. Also, both mine and Thor's squads all have our burial accommodations made. We'll be working on Firecrazy's squad next, but because there's so many of them they'll have to settle for copper coffins.

Oh, and we're almost out of booze.... That last thing may be a slight cause for concern, but I can send some of the excess workers we have poking around for suitable places to grow crops. With the right tending we can probably coax some brewables out of the soil topside, and below them (or near them below ground anyway,) we can grow the usual dwarven fare.

7th Galena, 229

Figured out what to do with all that orthoclase we had laying in the stone stockpile. I asked Lizard if it'd still look like crap if exposed to the sun, and much to my surprise, it actually looks kinda nice, at least as a cobblestone. The courtyard's gonna get paved over with orthoclase boulders over the next few days.

14th Galena, 229

Xelics, which means ambushes. Doren and the rest of the ripperjacks are all considered skilled enough to be called Swordmasters, so they'll be on call. Those boys need to see some real action anyway, even if it's just caravan escort duty.

16th Galena, 229



Chaos dwarves... A larger band of them than last time. When I called Thor and Doren's squads, Maskwolf looked a little... uneasy, moreso than he should after the last clashes. Thor looked like he was trying to reassure him of something. I told them all (from what I could see from the ramparts,) that it was more chaos marksdwarves lead by one wearing the unmistakable red of a macedwarf, riding a rather ratty looking elk bird. Well, I think it was red under that fuck-all coat of plates.

Time to fight, and as always I hope Amas will watch over us.

17th Galena, 229

Dragonfly's a speedy little shit. Outpaced all of us and slammed right into an enemy marksdwarf and the squad leader, killing the marksdwarf in two swings; I think the second was a pommel strike, but all I know is he didn't kill the traitor with the blade of his falchion. He went after the squad leader next and I'm pretty sure he took the dwarf's foot off, stirrup and all!

The Private jumps away from The flying ({{bronze bolt}})!
The flying ({{incendium bolt}}) misses The Private!
The Chaos Dwarf Macedwarf attacks The Private but He jumps away!
The Private hacks The Chaos Dwarf Marks dwarf in the left hand with his
steel falchion and the severed part sails off in an arc!
→The Private scratches The Chaos Dwarf Marks dwarf in the head bruising
the muscle shattering the skull and bruising the brain through the
({{levisium chain coif}})!

I caught up at that point and got two solid hits in on the mount while Maskwolf was beating the everloving shit out of another
marks dwarf.

The Colonel slashes The Elk Bird in the left upper leg with his Ethnitig
Etom Onul tearing apart the muscle!
Many nerves have been severed!
The Ethnitig Etom Onul has lodged firmly in the wound!
The Colonel twists the embedded Ethnitig Etom Onul around in The Elk
Bird's left upper leg!
→The Colonel strikes The Elk Bird in the left lower leg with the pommel of
his Ethnitig Etom Onul fracturing the bone!

The Private jumps away from The flying ({{orichalcum bolt}})!
The Private bashes The Chaos Dwarf Marks dwarf in the left hand with his
wrought iron war hammer fracturing the bone!
The Private kicks The Chaos Dwarf Marks dwarf in the left foot with his
left foot shattering the bone!
→The Private bashes The Chaos Dwarf Marks dwarf in the right upper arm with
his wrought iron war hammer jamming the bone through the right
shoulder's muscle and fracturing the right shoulder's bone!

The damned elk bird tried to bite me then, clearly objecting to my slicing open its leg, and I ran Shutbite through the roof of it's... beak I
guess, and through the top of it's head. The macedwarf tumbled off and Dragonfly gave'em what he deserved for not wearing a helmet,
and I'm fairly certain I heard Maskwolf yell "And stay down!" or something to that effect. I was busy trying to not be shot.

The Colonel stabs The Elk Bird in the head with his Ethnitig Etom Onul
tearing the muscle shattering the skull and tearing the brain!
A tendon in the skull has been torn!
→The Elk Bird has been knocked unconscious!

The Private hacks The Chaos Dwarf Macedwarf in the head with his steel
falchion tearing apart the muscle shattering the skull and tearing
apart the brain through the ({{giant cave spider silk cap}})!
A tendon in the skull has been torn!
→The Chaos Dwarf Macedwarf has been knocked unconscious!

The Private bashes The Chaos Dwarf Marks dwarf in the head with his
wrought iron war hammer bruising the muscle jamming the skull through
the brain and tearing the brain!
→The Chaos Dwarf Marks dwarf has been knocked unconscious!

Honestly through that whole duel with the macedwarf, we were lucky the enemy had just fired a volly or they probably would have
pincushioned me and Dragonfly. I dunno what else happened other than one chaos dwarf meeting his end to Dreamerghost. Poor bastard
was begging and pleading when he got slammed backwards. He fire one last desperate shot, got his foot chopped off for his trouble, and
was finished. Dreamerghost tossed his shield aside, stomped the traitor into the dry dropseed grass, and drove his blade through the
back of the enemy's skull with both hands.

The Corporal collides with The Chaos Dwarf Marks dwarf!
The Chaos Dwarf Marks dwarf is knocked over and tumbles backward!
The Corporal blocks The flying ({{night crystal bolt}})!
The Corporal stabs The Chaos Dwarf Marks dwarf in the right foot with his
steel short sword and the severed part sails off in an arc!
The Corporal stabs The Chaos Dwarf Marks dwarf in the head with his steel
short sword tearing apart the muscle shattering the skull and tearing
apart the brain through the ({{levisium chain coif}})!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Chaos Dwarf Marks dwarf has been knocked unconscious!
→The steel short sword has lodged firmly in the wound!

A human caravan showed up a few hours afterwards, so i'd say we cleaned house at the right time! They had some solid armor though.
Would have killed all of them but their armor was even able to stop hits from Anvil's masterworks. I've brought one of these heavy...
lamellar I think, coats in, cleaned it up, and gave it to Lizard. After all, her unit is supposed to be heavy infantry and that stuff's plenty
heavy and really fucking effective.

We also had a good laugh at the macedwarf: The idiot was using a freakin' mithril flail. Mithril! Can you imagine someone being so stupid?

22nd Galena, 229

Got a report of violet xelics in the area from Frost... Apparently Frost's life was saved by a jeweler who was helping build the perimeter
wall for the surface farm.



The Violet Xelic Hammerbug kicks The Jeweler in the head with his left
foot bruising the muscle jamming the skull through the brain and
tearing the brain!
→The Jeweler has been knocked unconscious!

After the battle, we identified the corpse as belonging to one Ral Manywalls. We also found Tekkud Lettertorch, a butcher and another
assistant mason, missing several teeth and beaten pretty severely. Dragonfly, being the quick bastard he is, cut down two while they
were beating on Tekkud and killed their sergeant, which prompted the rest to bolt to the south. Hell, the rest of us were more following a
trail of severed limbs he left in his wake.

Unfortunately, it was for naught. Dreamerghost and Thikut were by Tekkud's side when he died of his injuries.



The Hammerheads and Wolverines are going to watch the courtyard while my squad and the Ripperjacks stand guard at the construction site to ensure more deaths don't occur. We got complacent just because we beat back a single band of enemies this season, and two innocent dwarves paid for it.

Well, not exactly the great calamity I was expecting, but it seems my preparations were partially justified. The xelics bugged off after killing some high elf guards and merchants because their precious pets died and the chaos dwarves came for another go, only for most of the survivors to be stricken with the nickname stumpy (several escaped missing both hands and feet,) and as you can see, an ambush claimed the lives of two workers, but we took four of theirs in exchange.

Also, during the siege the chaos dwarves showed a mix of incompetency and stupidity par the course for dwarves: Mithril flail and heavy armor with weapons that require low encumbrance to use effectively. I'm pretty sure all that heavy lamellar armor they keep coming in is what's actually costing them marksdwarves.

Anyways, hope you guys find this worth an entry or two! ;) I'm gonna go to bed.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **December 31, 2013, 11:57:20 am**

How many silly sods are we now?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **December 31, 2013, 11:59:30 am**

Nice of them to bring you Mithril you can melt down, though.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **December 31, 2013, 12:03:59 pm**

Maskwolf trudged back from the battlefield, head hanging low. He had done it again. He had been forced to kill.

Thor didn't understand. He was a born warrior, had never had to consider the implications of killing someone. But Maskwolf was a farmer. He had a wife and kids who needed him. And sooner or later, he would die in battle, and what would they do then?

As he walked towards the room his family shared, Nuri came running out to meet him. A smile touched his weary face.

*"Congratulations on the election, Nuri."
"What? Oh that. Are you okay? Did you get hurt?"
"I'm fine. You ask me that every battle."
"You know I only ask because I am worried. The children need you. They can't have you dying before your time."
"And what about you."
"I can't have that either."*

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Tarqiup Inua** on **December 31, 2013, 12:20:13 pm**

I forgot about this! I ceased following some time after you announced a cavern fort, which meant no beekeeping industry, and admittedly due to some pressing matters elsewhere.

Thank you for taking over, 4maskwolf!

So a mayor? Lucky girl! :)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 31, 2013, 03:03:40 pm**

Quote from: Aseaheru on December 31, 2013, 11:57:20 am
How many silly sods are we now?

160~ rounded up I think.

Quote from: Tarqiup Inua on December 31, 2013, 12:20:13 pm
I forgot about this! I ceased following some time after you announced a cavern fort, which meant no beekeeping industry, and admittedly due to some pressing matters elsewhere.

Thank you for taking over, 4maskwolf!

So a mayor? Lucky girl! :)

Actually we're going to be installing some hives once the surface farms are secured. I figure it can't hurt to have some variety in our drink and food stock right?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 31, 2013, 08:23:25 pm**

Spoiler: Werebeast Short part 2 (click to show/hide)
While I was busy being inconspicuous, Nithim thought up a plan. It was a good plan, simple and fast. Amounts of steel in the forges were always small, not because there weren't enough dwarves making it, but because smiths of all kinds were using it up almost as soon as it came. Should the continuous supply stop even for a short amount of time, smiths would stop working, and have a break. Grab a beer; socialize with people they were working for. It would take them some time to return back to the forges. Nithim gathered some sleeping herbs topside, and would drug the haulers responsible for transporting ores and charcoal inside the smelting rooms. This would create a few hours where everyone inside that floor would get some time off for themselves, leaving the road towards the coins open. I would

leave my armor filled with a woodercarcass holding it upright, to make is seem as I was standing guard properly. Having helmets that fully cover one's face has many advantages. From there on we would make our way to the surface using old mining shafts. Many tunnels were dug and then abandoned in search of valuable gems and ores.

I looked over smiths working, forging weapons and armor. Later on, when militia will be fully geared up these forges will be making furniture and other items of luxury. Close to where Anvil was working laid a pile of golden coins almost as tall as she was. She had just finished a new sword and was inspecting it for imperfections. She held sword close to the fire and looked at its shadow, where all errors were reflected ten times larger. Satisfied with the sword Anvil set it aside and looked around for more steel bars. Realizing that there were none, she threw her gloves onto the pile of coins and went off to find out what happened. Short conversation between her and a hauler who came to pick up the sword revealed her that for some reasons smelters had run out of materials and were currently closed.

-Well you heard it, - she shouted across the room, - since we have nothing left to work with, we'll be taking a day off. Go grab a well earned drink; I'll inform you when smelters will get back to work.

She then walked out of the forges, giving me a look of pity, as her gaze fell upon my sweaty face.

-Should I get you a shot? You seem rather poorly designed to bear heat of the forge. That steel all over probably isn't helping much either.

-Thanks, but no need. I'd rather have you tell the overseer about all this, maybe he'll let me off earlier. Besides, now that constant blazing of forges has stopped, it will get cooler in here. - I managed to squeeze out a smile.- Now if you got those flasks I heard some rumors flying about churned out, now that would be something to drink to.

She laughed and said that she'll get to them once all else is finished. Just as soon as the last dwarf left the forges, Nithim came out from one of the tunnels with two leather bags. We hurriedly filled them with gold. I rushed him to go, but he said that I should go first, because a dwarf with a sack is a whole lot less suspicious sight than a human with a sack. Especially in a dwarven fortress where kidnapers are a real threat. Fair enough. Thankfully, we managed to walk out unnoticed. Guard near the entrance was snoring loudly, mug of wine still clenched in hand. We ran towards the wall, and then towards a nearby hill. Upon reaching said hill, Nithim surprised me again, by dropping his bag and turning into his werewolf form.

-What is the meaning of this, - I spat out. - Are you trying to kill me right after the heist?

-Oh no, If I was, I would have already attacked you,-he responded.-It's merely a precaution against backstab of that dagger you are always carrying around. You did like it here, and it would be really hard for you to live down this crime. The choice is yours, however. You can go with me, or you can try to beat me.

I cursed to my beard, he had me all figured out. Shapeshifters were much like a guild in some ways. We all knew each other, and there were some who had the respect of our majority. We all had friends, and we also had "friends". For me, Nithim was the latter.

-You know what I'll say already, Nithim,- I said and charged at him, dagger drawn. I had hoped to backstab him in the tunnels, but he cleverly got me to walk in front. Now I was here, no armor, only a dagger, fighting against a werewolf. I did not have to hold back like in normal battles, so I had that going for me, but it wasn't much. I slashed forward, but he took a step backwards, effortlessly evading my swing. His long claws embed deep into my shoulders. I did not care. In fair combat I stood no chance, so I had to cheat. A small shard of bone shot out of my left palm, expelled by steam explosion. It hit surprised wolfhead right in his eye. He stumbled only for a second, but it was enough. I walked another step forward, and my dager pierced his heart. This wouldn't kill him, but it would incapacitate him until he healed. I had hour or two and there were other problems. Firstly, I was mauled, and there was a presumed werewolf lying here. Someone would be able to put two and two together. If I was lucky, it would be quarantine. If unlucky, steel and flame. Also, I still had to get all these coins back inside. If I wanted to ensure Nithims death, I wouldn't have strength or time left to get them all inside. I looked back towards the walls as an idea formed in my head. I dragged unconscious werewolf towards the gates.

-Goodbye Nithim Ocdausu, Shapshifter of forest. May your spirit find peace, and your friends find calm in knowing that you died a free man, bound only to your moral code. Your body shall return to the cycle of life, and memories of you shall be forever engraved into our minds. - After finishing the prayer I threw his body on weapon traps placed towards the gates. It was a good throw, and he landed on a trap field hitting a blade trap and two traps with axes.- Well, I don't know if you'll rest in peace, but you will sure rest in pieces.- I muttered. The prayer was something that any of us would do when burying a fellow shapeshifter, friend or foe. All that was said in it was true; lying to the dead was considered a great disgrace, no shapeshifter would ever even consider it. Now it was only the matter of bringing the gold in quietly, and telling a story how I drank some strange wine that seemed to be passed around today and went off to wrestle a badger.

If people are reading these, constuctive criticism is welcome. Happy new years evryone.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 31, 2013, 09:06:29 pm**

Other than how you handle dialogue it looks fine, and is a nice addition to the fort's story! I appreciate every bit of it too! Another update's coming tonight as well, so stay tuned.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **December 31, 2013, 09:44:19 pm**

Dialogue is one thing that I get wrong no mater the rewrites. You'd think that I should know how it's done from all the books I have read but nope. It all goes to crap.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **December 31, 2013, 09:52:16 pm**

5th Limestone, 229

Dragonfly's been off his game for the last few days. Tekkud was his father, so he's understandably been upset. Plus a hiccup with telling everyone to go back to the barracks after the walls were done meant he accidentally went off duty, and since he has no practical (well, nonmilitary,) skills this also upset him greatly.

Nuri's also ecstatic that we're getting some hives made, and many dwarves were overjoyed to hear that Talonis had managed to buy sugarcane and cinnamon seeds; I figure if we set aside a place just for the production of meals using spices, flour, sugar, milk, and hivekeeping products will result in food of amazing flavor and a great morale booster to the whole fortress!

15th Limestone, 229

Maskwolf was seen etching a name into his pockmarked tower shield. I asked about it and he said he's going to call it Limbhoods, The Lightning of Scenarios. Oh, and some xelic snatchers were found gumming up a couple traps and someone threw a bunch of fresh carcasses from the last skirmish where they could rot and produce one hell of a stink; no harm done though.

17th Limestone, 229

For once a mayor who made a reasonable demand.



Onion can just knock out a wall and a glassmaker can put a window in.

4th Sandstone, 229

First plump helmet crops have come in, though the glow caps still have a ways to go. Everyone questioned the wisdom of sowing those, but considering how popular the moonglow was when we bought some last year, I'd say it was a good move.

7th Sandstone, 229

Evidently someone out there hates me. More migrants. If we were some last bastion of our nation, this would be a whole different story. I'd welcome the lot of'em in with open arms, but it isn't. We're just some frontier town waaaaaaaaay out in the fringes of friendly lands. WHY DO THEY KEEP SHOWING UP. Oh, and a Forgemaster has gone funny in the head. Anvil locked the door to her workshop to keep screaming nutter out.

Anyway, 10 more mouths to dump drink into. Food isn't a problem, what with ample imports. And neither is housing since we have a bunch of unoccupied apartments. But god damn is keeping everyone properly inebriated going to be a hassle.

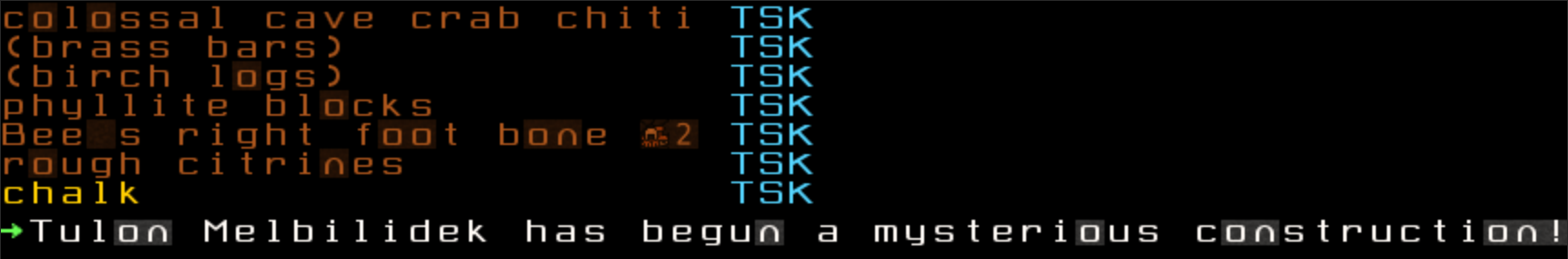
9th Sandstone, 229

That lunatic was screaming about needing to make the perfect brass craft, so we hid all the steel from her, since funny headed dwarves are known to grab things other than what they declare they want. I've also announced that Maskwolf, Mad Bomber, and Dragonfly are all officially junior Noncommisioned officers of our forces. Thikut asked why he and the wolf spiders were all left out and I explained that it was because he had yet to kill anything (whereas Dargonfly's killed three xelics and during the last siege, three chaos dwarves,) and the Wolf Spiders haven't seen much action.

12th Sandstone, 229



I got to thinking that my shield saw me through a few harrowing bolt-filled fights, so I gave it a name. The Burns of Silver! Sounded better in my head, because I forgot my shield's not made of silver. That metalsmith also put the colossal cave crab's chitin to use and I was informed that she's started on whatever inane and useless trinket she's making.



I also had Anvil start working on plate boots for all of us frontline fighters. Better safe than sorry.

21st Sandstone, 229



Not quite as useless as I was expecting! Really, this chain will prove useful to Zacen in at least making her think her rooms are valuable.

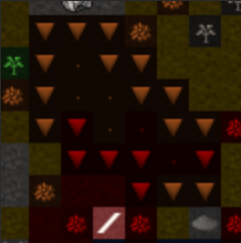
2nd Timber, 229



Mad Bomber named his warhammer, "The Great Bar!" Fitting name really.

5th Timer, 229

Decided to use one of those unsightly ditches we have outside as a garbage dump; Get all those corpses , skeletons our butchers won't touch, cat-mauled vermin, and the odd dead honey bee.



[This one]

12th Timber, 229

The fox folk are back, this time with a trade representative. We're all on alert after what happened to the high elves...

-

Par for the course. Ambushers took a shot at some of the workers out salvaging stuff to bring to the depot.

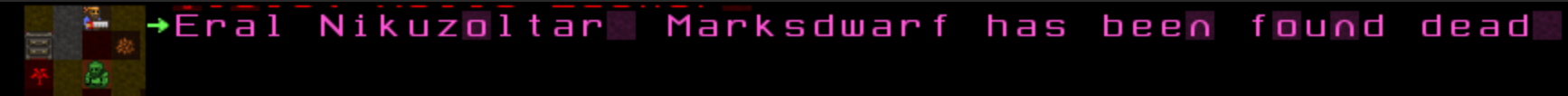
| Oryla | Ezamivipate | Violet | Xelic | Sprbg | Invader | |
|-------------|---------------------|------------|-------|--------|------------|---------|
| Saohoshoh | Ahuamiiraohoh | Vlt | Xlc | Sprbg | Invader | |
| Awoveyea | Aneyotohevthv | Vlt | Xlc | Sprbg | Invader | |
| Chup | Shudelozychbrapdp | Vlt | Xlc | Sprbg | Invader | |
| Sumasanewu | Wimadoisemm | Vlt | Xlc | Sprbg | Invader | |
| Ohuth | Rathatapaudom | Violet | Xelc | Bwbg | Invader | |
| Efa | Exirabimeweunarejua | Vlt | Xlc | Lshr | Invader | |
| Aeg | ecadaaru | Violet | Xelic | Lasher | Invader | |
| Ishetoshonu | Elemokoatth | Vlt | Xlc | Lshr | Invader | |
| Iriu | Pos | hosotoidos | a | Viol | t Xlc Lshr | Invader |
| Otomara | Amiqirafamobu | Vlt | Xlc | Mrksbg | Invader | |

The Wolf Spiders are going after the spearbugs while the Hammerheads deal with the lashers. The rest of us were watching the west for more attackers, so I don't know the details but I know due to the interrupted salvaging there was a good bit of chaos.

Several Goannas were out there helping bring stuff in and took part in the fight as well.

-

It's over, but it came at a price. The caravan liaison was found dead, as was one of Lizard's men. However it seemed he didn't go alone, as a dead xelic was laying there with a spear jutting from its chest.



[Dead Goanna squad member. Evidently save Lizard the lot of them were former marksdwarves.]



[The dead liaison]

A carpenter was also wounded, and like Tekkud, died of her injuries when the Wolf Spiders moved to her and secured the area around her.



Thor also saved a hive warden who was being used as target practice by one of the enemy sergeants. Unlike the carpenter, she was able to be rescued and Parson says nothing permanent happened, but that she'll be laid up for some time.

Lizard performed admirably as well, killing one xelic that had chased a mechanic to the east gate and chasing the killer of her subordinate right into Mad Bomber, who dispatched it with haste. Thor and Adil are tied for killed during this incident, with three each. This is how it always starts... one or two dwarves are killed in an ambush, and suddenly the place falls apart.

But that's what the Peacekeepers are for. Anvil handed out four freshly forged wrought iron maces, so if anyone started throwing things, the response will be swift and brutal.

13th Timber, 229

Adil tells me Citrine was hit particularly hard by the casualties. She was a friend of Catten, the carpenter who was killed, and seeing her die really rattled her. But she isn't upset enough to try killing her squadmates (all of whom are skilled enough to be called axelords now while she isn't,) so I'm sure once she gets a drink in her she'll be feeling a little better.



In the meantime, I've had orthoclase barred from use again and more coffins as well as slabs be made. It's about time the fallen got their own headstones.

19th Timber, 229

| | | | | | | |
|---------------------|----------------------|--------|--------|---------|---------|---------|
| Hauqua | Naeceurk | egiach | Sand | Rdr | Bwmn | Invader |
| Va | Ybeynearihuehiikaewa | Snd | Rdr | Bwmn | Invader | Invader |
| Momi | Ifebomathuva | Sand | Raider | Bowman | Invader | Invader |
| Carahoso | Ma | Sand | Raider | Bowman | Invader | Invader |
| Enbidye | Tnishsathowbmcz | Snd | Rdr | Bwmn | Invader | Invader |
| Iyrim | Yemcemeaymey | i | Sand | Raider | Bwmn | Invader |
| Thaha | Dralladosh | Sand | Raider | Bowman | Invader | Invader |
| Yenkmth | Dthmkhnbrchttnw | Snd | Rdr | Bwmn | Invader | Invader |
| Iklist | Nokimbisek | Sand | Raider | Bowman | Invader | Invader |
| Oqutaxyekte | Sockygivse | Sand | Rdr | Bwmn | Invader | Invader |
| Binomerashiu | Wukayayaze | Snd | Rdr | Bwmn | Invader | Invader |
| Daroda | Uraaatoshajedo | a | Sand | Rdr | Bwmn | Invader |
| Enajemahaahothoroho | Sand | Raider | Bwmn | Invader | Invader | Invader |
| Naashaosoo | Soathaarathj | Snd | Rdr | Bwmn | Invader | Invader |
| Meyekidil | Dacirekluyeg | Sand | Rdr | Mcmn | Invader | Invader |

Can we please not get attacked during trading season? Just once? Sand raiders this time. What they're doing this far to the west I have no idea. A dwarf took three arrows and managed to hide in a ditch with Zacen, who managed to drag him to safety.

I ordered the south and east gates closed, and predictably we heard traps spring, followed by horrible cries. The idiots blundered right into some of the traps, and while my Sand Raider is rusty, I know I heard one yell for a medic and that another was dead. Regardless, we could hear the traps springing at the south gate: More were killed or injured from what I can tell. By that point we'd had enough, and I sent Ferro out to deal with anyone who wasn't dead, just in time to see a raider take a shot at Lizard, who was standing near Eral (her dead subordinate's) corpse, probably making sure carrion scavengers left him be. But she was limping away at that point according to Ferro, so an arrow must've struck her leg.

From there, Ferro told me there were two grievously injured raiders that were slumped against the back of our barracks, who he put down quickly, if not efficiently; there were severed limbs laying all around with the two dead raiders, like he said. He also told me of four surviving uninjured raiders that opened up on him, with a fifth round the corner of the hammerhead barracks.



His account gets hazy by his own admission from there. He says everything seemed to be moving in slow motion, that every movement seemed... So serene to him, even the arrows flying at him seemed to be moving in slow motion. By the time he was done killing two, everything returned to normal and he wound up blocking a swung bow aimed for his head. He also reported seeing a snatcher and two of the bowmen running for their lives and hearing another raider trying to rally them, but that quickly faded and he reported only two survivors fleeing from fortress grounds into the denser treeline.

→ Ferro Ninguzol Ginettorish Iden Corporal has entered a martial trance!

Daroda Uraaatoshajedoa Sand Rdr Bwmn Invader
Meqekidil Dacirekluyeq Sand Rdr Mcmn Invader

I ordered everything, arrows, clothing, and remains, thrown in the ditch to be sifted through later. My squad to watched the western approach and Thor's the east. Three wounded and two dead (not counting the liaison,) have left me feeling uneasy.

10th Moonstone, 229

Thor Ishlumsodel Goshisttathur Sergeant has bestowed the name Roth Dan upon a wrought iron skullcracker!
Press Enter to close window

Thor finally gave his skullcracker a name, The Domain of Couples. Must have something to do with him using it with both hands. Nuri's mandated hand axes too, which we can use since we can set them around the corners of the walls.

So, here's another shorty for you guys. Ferro was the only one to respond to my station order against the sand raiders because I was getting food, Toad a drink, and Dreamerghost was asleep. Had a few more casualties due to poor timing on my part, but we killed the attackers to the last ma- er, bug. And man I guess. All it really means is we have more weapons to stick in the chokepoint traps and shields to pawn off on the merchants, since they're more valuable to us buying lumber and drink than melted down. Oh, and for once a mood other than Anvil's produced something useful!

Our population's around 170 now, give or take a few dwarves, and we'll have to wait until next year for Barony. I also fixed all the diplomats to give our mayors something to do in the meantime, built a farm to provide brewables, installed hives (keeping two for breeding so to speak,) and added a second food storage. I need to check our troops inventory and try to get the Wolverines' issue with grabbing bolts addressed, The Wolf Spiders saw combat, and a named dwarf was injured. I may also need to forcibly assign combat boots to everyone.

Quote from: DreamerGhost on December 31, 2013, 09:44:19 pm

Dialogue is one thing that I get wrong no mater the rewrites. You'd think that I should know how it's done from all the books I have read but nope. It all goes to crap.

Ah don't sweat it. You'll get it eventually I'm sure.

Happy new years guys, and maybe another update if I feel like it!

EDIT: SPOILER ALERT! Don't read if you don't want the next update spoiled!

Spoiler (click to show/hide)

We had a little... Hiccup. Several dwarves died in a dumping accident, Citrine pitched a fit and beat the crap out of Adil (the wielder of The Celebrated Soul,) and there were enough wounded to require personal bedrooms be used. Clearly not my brightest moment, but god damn did I laugh when I got the messages about Shiner and Aseaheru being killed by by flying object!

Title: Re: Ozkakurrih "Carryscar," A Civilization Forge community game now in progress!

Post by: Splint on January 01, 2014, 05:53:03 am

17th Moonstone, 229

right wrists done!
The ({blood crystal kite shield}) strikes The Woodcutter in the head bruising the muscle jamming the skull through the brain and tearing the brain!
The Woodcutter has been knocked unconscious!
→ Aseaheru Rutoderith Woodcutter has been killed by a flying object

The (rat Remains) strikes The Gem Cutter in the head bruising the muscle jamming the skull through the brain and tearing the brain!
The Gem Cutter has been knocked unconscious!
→ Shiner Yutokegul Gem Cutter has been killed by a flying object

The ({raw crystal glass}) strikes The Engineer in the head bruising the muscle jamming the skull through the brain and tearing the brain!
The Engineer has been knocked unconscious!

Welp, it appears the "throw everything in a ditch" plan was a bad idea journal. Aseaheru, Shiner, and an Engineer who's name I don't know were all killed because they didn't have the good sense to not walk where stuff was being thrown. Evidently the three deaths were too much for Citrine, and she snapped. Snapped Adil's bones actually.

→ Citrine Tobulkor Private is throwing a tantrum!

The Private punches The Sergeant in the left upper leg with her right hand fracturing the bone through the x(pig tail fiber cloak)x!
The Private punches The Sergeant in the lower body with her right hand bruising the muscle and bruising the guts through the x(pig tail fiber cloak)x!
The Private punches The Sergeant in the right upper leg with her right hand fracturing the bone through the x(pig tail fiber cloak)x!

A potash maker died soon after as well.

→ Tekkud Libashkegeth Potash Maker has suffocated

Almost nobody blames me amazingly. Citrine blames all of the deaths in the last few months on me of course, and she's within the right to, but that doesn't give her the right to assault a superior officer. She calmed down after Adil was hauled away for treatment.

→ Citrine Tobulkor Private has calmed down

27th Moonstone, 229

Parson brought it to my attention that the hospital is woefully under equipped for our population and another incident like the one that claimed four lives could very well spell doom for the fortress, especially. There's a space across from residential where a glass furnace is sitting, so I'll give a sketch to Lizard while she's recuperating and have her draw up the plans.

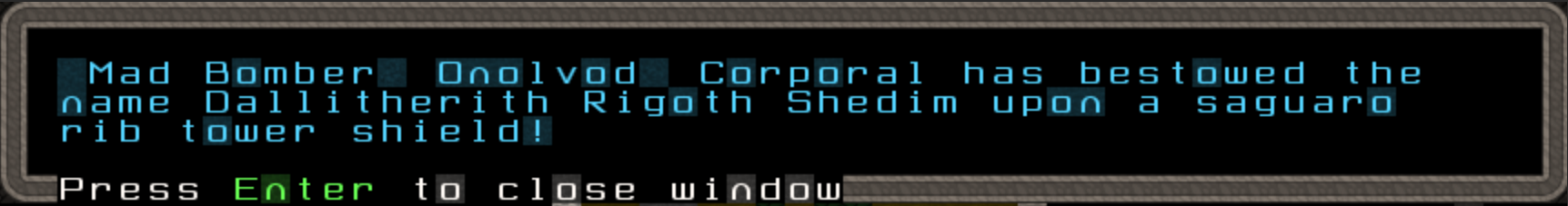
1st Opal, 229

Only thing of note to happen was Dragonfly naming his falchion. Acesquashes, The Bridle of Rending.



7th Opal, 229

And a week later here I am writing about another named piece of gear, this time Mad Bomber's shield!



12th obsidian, 229



| | | | |
|-----------------------|-------------|------------|---------|
| Ama Rosusmakusm | Chaos Dwarf | Sperdwrf | Invader |
| Iayao | Elk Bird | | Invader |
| Wim Sasofmitih | Chaos Dwarf | Speardwrf | Invader |
| Ahan | Elk Bird | | Invader |
| Sodedur Adarohthkvp | Chs Dwrf | Sprdwrf | Invader |
| Hatarohoi | Elk Bird | | Invader |
| Ezicohisa Uvoohhhhhy | Chs Dwrf | Sprdwrf | Invader |
| Umeugoic | Elk Bird | | Invader |
| Aha Emashareshtpvth | Chs Dwrf | Sprdwrf | Invader |
| Amtazcam | Elk Bird | | Invader |
| Yoce | Chaos Dwarf | Speardwarf | Invader |
| Imkanmeck | Elk Bird | | Invader |
| Neala Laazualoiasaz | Chs Dwrf | Sprdwrf | Invader |
| Ileth | Elk Bird | | Invader |
| Lago Zesttousmsnozm | Chas Dwrf | Sprdwrf | Invader |
| Ishipihe | Elk Bird | | Invader |
| Oamail Debeehathoek | Chs Dwrf | Sprdwrf | Invader |
| Kou | Elk Bird | | Invader |
| Ceci Ashocsktshck | Chs Dwrf | Sprdwrf | Invader |
| Eti | Elk Bird | | Invader |
| Osma Ebroguka | Chaos Dwarf | Speardwarf | Invader |
| Redari | Elk Bird | | Invader |
| Araobia Kaogaohebsh | Chs Dwrf | Sprdwrf | Invader |
| Momuz | Elk Bird | | Invader |
| Myzapic Pamaclyshyd | Chs Dwrf | Sprdwrf | Invader |
| Gisu | Elk Bird | | Invader |
| De Avkuyxaquodrvbnk | Chs Dwrf | Sprdwrf | Invader |
| Eweri | Elk Bird | | Invader |
| Cupiz Vazifbrezil | Chaos Dwarf | Sprdwrf | Invader |
| Uja | Elk Bird | | Invader |
| Otokil Shshthhhthydv | Chs Dwrf | Sprmstr | Invader |
| Eteho | Elk Bird | | Invader |
| Shec Palow | Chaos Dwarf | Bowdwarf | Invader |
| Tayataw | Elk Bird | | Invader |
| Soshapo Ilujoamehate | Chs Dwrf | Bwdwrf | Invader |
| Egkast | Elk Bird | | Invader |
| Relea Yibaseotakizae | Chs Dwrf | Bwdwrf | Invader |
| Meoneyruob | Elk Bird | | Invader |
| Lum Komoooba | Chaos Dwarf | Bowdwarf | Invader |
| Rachom | Elk Bird | | Invader |
| Ilre Tunularli | Chaos Dwarf | Bowdwarf | Invader |
| Codottysib | Elk Bird | | Invader |
| Asagaleribe Esggggxdm | Chs Dwrf | Bwdwrf | Invader |
| Ulco | Elk Bird | | Invader |
| Opomotdale Rifimute | Chs Dwrf | Bwdwrf | Invader |
| Boebe | Elk Bird | | Invader |

| | | | | | |
|-----------------|-----------------|--------------------|-----------|---------|---------|
| Tal | Vostetru | Chaos Dwarf | Bowdwarf | Invader | |
| Neenaolaos | Elk Bird | | | Invader | |
| Usoharaha | Owoatabohs | Chs Dwarf | Bwdwrf | Invader | |
| Omeuhoudue | Elk Bird | | | Invader | |
| Ohpoo | Dradaawokofal | Chs Dwarf | Bwdwrf | Invader | |
| Duxyl | Elk Bird | | | Invader | |
| Etonushimo | Alataimao | Chs Dwarf | Bwdwrf | Invader | |
| Othi | Elk Bird | | | Invader | |
| Tellick | Ikvamaani | Chaos Dwarf | Bwdwrf | Invader | |
| Unnetniy | Elk Bird | | | Invader | |
| Falone | Menadithono | Chaos Dwarf | Bwdwrf | Invader | |
| Omi | Elk Bird | | | Invader | |
| Kou | Ugiusuuhiooowuu | Chas Dwarf | Bwdwrf | Invader | |
| Aziilyah | Elk Bird | | | Invader | |
| Tunul | Thimethnebo | Chaos Dwarf | Bwdwrf | Invader | |
| Ungu | Elk Bird | | | Invader | |
| Nubekae | Nashakenetes | Chs Dwarf | Ax Lrd | Invader | |
| Smas | Elk Bird | | | Invader | |
| Niaraaoruap | Chaos Dwarf | Bowdwarf | | Invader | |
| Oe | Elk Bird | | | Invader | |
| Mithhemun | Chaos Dwarf | Bowdwarf | | Invader | |
| Udulee | Elk Bird | | | Invader | |
| Wanabona | Bihvo | Chaos Dwarf | Bowdwarf | Invader | |
| Igewirea | Elk Bird | | | Invader | |
| Uwoomou | Iepiouudouke | Chs Dwarf | Bwdwrf | Invader | |
| Nie | Elk Bird | | | Invader | |
| Thohoso | Ethusarishsh | Chs Dwarf | Bwdwrf | Invader | |
| Myzapic | Elk Bird | | | Invader | |
| Dachaar | Aahki | ari | Chs Dwarf | Bwdwrf | Invader |
| Bekananeth | Elk Bird | | | Invader | |
| Lokum | Almoshunib | Chaos Dwarf | Bowdwarf | Invader | |
| Wethacexub | Elk Bird | | | Invader | |
| Eoyaevo | Araobiahbnh | Chs Dwarf | Bwdwrf | Invader | |
| Ahotuwefa | Elk Bird | | | Invader | |
| Wuxopyck | Kyvoblidip | Chas Dwarf | Bwdwrf | Invader | |
| Awase | Elk Bird | | | Invader | |
| Quukakesi | Rabagtyckm | Chs Dwarf | Bwdwrf | Invader | |
| Awokofalo | Elk Bird | | | Invader | |
| Oporau | Powesisafojhs | Chs Dwarf | Bwdwrf | Invader | |
| Iso | Elk Bird | | | Invader | |
| Akagaac | Aar | ahachk | Chs Dwarf | Bwdwrf | Invader |
| Thacat | Elk Bird | | | Invader | |
| Geusie | Yeipaneutuol | Chas Dwarf | Bwdwrf | Invader | |
| Itovao | Elk Bird | | | Invader | |
| Azai | Ashedootanahoku | Chs Dwarf | Bwdwrf | Invader | |
| Receita | Elk Bird | | | Invader | |
| Ilohuthije | Oyaxoa | Chaos Dwarf | Bwdwrf | Invader | |
| Thathosad | Elk Bird | | | Invader | |
| Thabenamagasher | Pssssd Dwarf | Hmmr Lrd | | Invader | |
| Gamuh | Elk Bird | | | Invader | |
| Poiyue | war | Ironhide Centipede | | Invader | |
| Cafitoo | war | Ironhide Centipede | | Invader | |
| Exata | war | Ironhide Centipede | | Invader | |
| Eoyaevo | war | Ironhide Centipede | | Invader | |
| Iwiozue | war | Ironhide Centipede | | Invader | |
| Maime | war | Ironhide Centipede | | Invader | |
| Usmza | war | Ironhide Centipede | | Invader | |
| Brikau | war | Ironhide Centipede | | Invader | |

Fucking chaos dwarves came in force, a large elk bird cavalry force, mostly bowdwarves, with a pack of ironhide centipedes and speardwarves backing them up. We buttoned up for the time being, and we're just going to hope they either get bored and leave on their own or enough of their pets die on the traps that they run away sobbing like the xelics did. For some reason the Wolverines haven't collected any ammo, so we can't just out shoot them until they do.

-

Predictable, and merciful. A few elk birds dead outside, and the chaos dwarves retreated. Mostly anyway.

19th Obsidian, 229

→Rakust Evostrigoth Hive Warden has been found dead

One of the wounded from that dumping incident succumbed to her injuries in the hospital. There's six left, so we're going to wipe them out if they don't cut and run.

| | | | | |
|----------|------------------|-------------|----------|---------|
| Aha | Emashareshtpvth | Chs Dwarf | Sprdwrf | Invader |
| Ceci | Ashocsktshck | Chs Dwarf | Sprdwrf | Invader |
| De | Avkuyxaquodrvbnk | Chs Dwarf | Sprdwrf | Invader |
| Wanabona | Bihvo | Chaos Dwarf | Bowdwarf | Invader |
| Igewirea | Elk Bird | | | Invader |
| Wuxopyck | Kyvoblidip | Chas Dwarf | Bwdwrf | Invader |
| Awase | Elk Bird | | | Invader |
| Azai | Ashedootanahoku | Chs Dwarf | Bwdwrf | Invader |
| Receita | Elk Bird | | | Invader |

Or more, the Hammerheads are. Maskwolf needs to get over whatever hang-up he has about killing the chaos dwarves; they aren't dwarves anymore, they're... They're something else now. If anything, killing them is a service to the dwarf that might be trapped inside.

-

Report of the first skirmish is in. Three dead bowdwarves and mounts. Maskwolf is confirmed to have killed two of the dwarves and a mount while Thor got the third and a mount as well. Mad Bomber put down the first bowdwarf Maskwolf slew's mount. I told them to check around and deal with any lingering chaos dwarves, and that they were doing well; I'm proud of the whole lot of them.

-

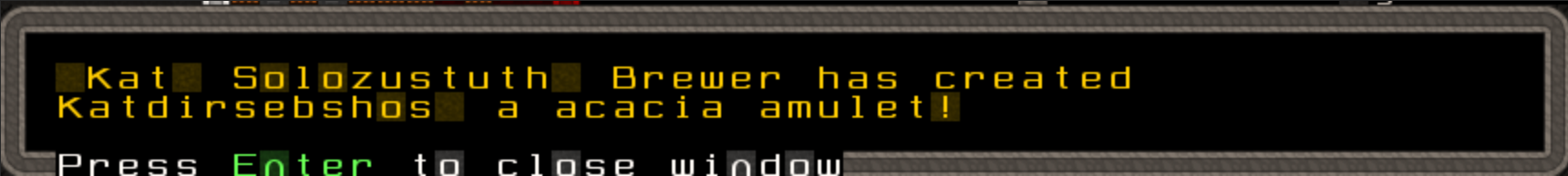
Report is in of the second skirmish. Unlike the bowdwarves, the speardwarves made no attempt to flee and attacked Mad Bomber, who was leading the charge. One ignored him, and got kneecapped by Maskwolf as a result. Mad Bomber broke one's spear hand with a parry, and Thor knocked one's leg out from under him, hit him in the gut (and based on his appearance when he came in the second time, prompting projectile vomiting from the chaosdwarf,) and smashed his head in.

Mad bomber used his second hammer (he simply strapped his shield to his right arm to make use of the second hammer) to kill the second, and Maskwolf did in the last, lifting the siege officially.

21st Obsidian, 229

Kat got really secretive out of nowhere during a party according to Selore, and booted an engraver out of the crafting shop before he could finish Rakust's headstone. Remains to be seen what it'll be but it'll be wood.

1st granite, 230



Happy fuckin' new year journal. As expected, what was produced wasn't some amazing shield or impregnable door, it was yet another worthless fucking bauble. Well, not worthless and sure it's pretty, but I'm a practical-minded dwarf, not an art enthusiast. We really need a museum for these stupid things.

3rd Granite, 230

All of the wounded that didn't die are up an about again, more or less happy that they were looked after and tended to in a timely fashion. I've ordered much of the current hospital dismantled to be used in an expansion of the prison and the supplies to be moved to the new hospital. We're going to put some statues in there and use it for a sculpture garden from now on.

14th Granite, 230



Maskwolf named his hammer today. "Hallfence, The Sands of Bridging." Seems he may have finally gotten over what he's had to do in the line of duty, and is now taking everything in stride!

5th Slate, 230

All's quiet here. And this unnerves me greatly. The hospital move went well, and traction benches are being installed, slowly but surely. I've put in for the Goannas to take in all the kids who've come of age and for their own barracks to be constructed at the end of the main entrance hall. If anything gets by the rest of us, they'll have to force their way past Lizard's shield wall, a set of weapon traps, and one set of double doors.

9th Slate, 230

The hives have produced the first output according to a very happy Mayor Nuri. Good for her and her hive wardens I guess.



27th Slate, 230

It rained for the first time since we first settled here today. Clouds just flat-out opened up after what sounded like a cave-in in the sky; it was refreshing, if annoying, to see the blood and viscera of the past few years washed away.

The ponds filled up a little bit for a few hours, and a good deal of the grass turned green again, from being healthy rather than from a chaos dwarf puking up his last meal on it.

8th Felsite, 230

It's late spring, and that means -it appears as if Splint stopped writing in a hurry-



Goblins. Pretty large group of hammergeoblins to be specific. I called the Ripperjacks out with my squad to meet them head on. Toad led the charge, but Ferro got first blood.



The goblins surrounded Toad but wound up tripping all over eachother while Ferro took off his foe's head after blocking to swings of the greenskin's maul. Pretty funny actually, since the was a cave croc dragging a trail of confused and off balance goblins!

Once it was dead with their sergeant, they broke and started running; by that point four other goblins were dead too. I'll give credit to two of them though, who stood and fought while the rest ran for it. A cluster of people were pretty quick to head out and claim the clothes off the fallen goblins, which was also pretty funny to watch.

15th Felsite, 230

Never fucking fails.

9) The Enemy Is Upon Us!
A vile force of darkness has arrived!

| | | |
|--------------|------------------------|---------|
| Osetho | Elk Bird | Invader |
| Tayataw | Caxrychrtsck | Invader |
| Azaeva | Elk Bird | Invader |
| Cerol | Oltaretol | Invader |
| Rebapy | Elk Bird | Invader |
| Meng | Ungeglikot | Invader |
| Radocniadi | Flk Bird | Invader |
| Berut | Horse | Invader |
| Iiwei | Onoihseusue | Invader |
| Asi | Horse | Invader |
| Alalasolaa | Iriliyoh | Invader |
| Zafotacahoo | Horse | Invader |
| Rawyck | Lecabcchydmt | Invader |
| Uge | Horse | Invader |
| Oyonie | Ivitau | Invader |
| Kywad | Horse | Invader |
| Zakosp | Spastnguxone | Invader |
| Rom | Horse | Invader |
| Rotasobobeha | Chaos Dwarf Speardwarf | Invader |
| Urdim | Horse | Invader |
| Igiroige | Anaabueh | Invader |
| Unarejua | Horse | Invader |
| Heshashi | Soxashodll | Invader |
| Chaach | az | Invader |
| Nioshi | Saamaonnshsh | Invader |
| Shil | Horse | Invader |
| Sngch | Lkhttshtfyththmd | Invader |
| Roajaudae | Horse | Invader |
| Apug | Otngecuro | Invader |
| Refi | Horse | Invader |
| Nonothas | Hgsthtthsnd | Invader |
| Deduk | Horse | Invader |
| Ufib | Mehanenavab | Invader |
| Ubeol | Horse | Invader |
| Caecaa | Kiacaakh | Invader |
| Came | Elk Bird | Invader |
| Nuuv | Bouguuyusuopow | Invader |
| Thothil | Elk Bird | Invader |
| Yathihena | Ifomavsdyb | Invader |
| Tabeshot | Elk Bird | Invader |
| Briexaez | Viomyu | Invader |
| Ooafeasoim | Elk Bird | Invader |
| Tmdh | Rytdtybshthshph | Invader |
| Iwuemuus | Elk Bird | Invader |
| Nethu | Komoothri | Invader |
| Vispol | Elk Bird | Invader |
| Baci | Epecila | Invader |
| Uka | Elk Bird | Invader |
| Brin | Keshekencepim | Invader |
| Mamusewi | Elk Bird | Invader |
| Ara | Emaseanaguu | Invader |
| Diti | Elk Bird | Invader |
| Nil | Borustuth | Invader |
| Awitaw | Elk Bird | Invader |
| Saamaonoe | Shaiitharm1 | Invader |
| Meoneyruob | Elk Bird | Invader |
| Isoshareo | Uhathawiw | Invader |
| Tustral | Elk Bird | Invader |
| Laethai | Odealaanioli | Invader |

| | | | | |
|------------|-------------|-------------|-----------------------|-------------------|
| Momuz | war | Ironhide | Centipede | Invader |
| Sopajoso | fa | war | Ironhide Centipede | Invader |
| Aga | war | Ironhide | Centipede | Invader |
| Mube | war | Ironhide | Centipede | Invader |
| Gusheketha | war | Ironhide | Centipede | Invader |
| Ceshfot | war | Ironhide | Centipede | Invader |
| Oshirayuga | war | Ironhide | Centipede | Invader |
| Bobeha | war | Ironhide | Centipede | Invader |
| Ochiat | iba | war | Ironhide Centipede | Invader |
| Mudi | war | Ironhide | Centipede | Invader |
| Thele | war | Ironhide | Centipede | Invader |
| Oyohiweo | war | Ironhide | Centipede | Invader |
| Eupoo | war | Ironhide | Centipede | Invader |
| Ta | hea | war | Ironhide Centipede | Invader |
| Sodanin | war | Ironhide | Centipede | Invader |
| Naeboud | ♣ | Kaeditmh | nf | Chs Dwrf Mrksdwrf |
| Oiyeuck | | Horse | | Invader |
| Unosa | De | Chaos Dwarf | Marksdwarf | Invader |
| Lunzor | | Horse | | Invader |
| Ushrir | Akrulet | ol | Chaos Dwrf Mrksdwrf | Invader |
| Ouyoe | | Horse | | Invader |
| Pokupepu | Nizesatey | | Chs Dwrf Mrksdwrf | Invader |
| Kaegaana | | Horse | | Invader |
| Xaabiemi | Omaf | hshk | Chs Dwrf Mrksdwrf | Invader |
| Asvire | | Horse | | Invader |
| Nzvcc | Ormntyt | thyyy | Chs Dwrf Mrksdwrf | Invader |
| Drimy | i | Horse | | Invader |
| Aachaa | Ul | uamautaa | Chs Dwrf Mrksdwrf | Invader |
| Konli | | Horse | | Invader |
| Daleor | Tha | shaaded | Chs Dwrf Mrksdwrf | Invader |
| Idil | | Horse | | Invader |
| Hisil | Ananith | crthr | Chs Dwrf Mrksdwrf | Invader |
| Henim | | Horse | | Invader |
| Catten | Atirlor | | Chaos Dwarf Marksdwrf | Invader |
| Datoch | | Horse | | Invader |
| Otorivawo | Ohothoec | | Chs Dwrf Mrksdwrf | Invader |
| Nganiz | | Horse | | Invader |
| Areejaith | Kaamhshz | | Chs Dwrf Mrksdwrf | Invader |
| Woyanima | | Horse | | Invader |
| Eshushu | Onurogiahu | | Chs Dwrf Mrksdwrf | Invader |
| Weimea | | Horse | | Invader |
| Tewak | Papdrup | ez | Chaos Dwarf Mrksdwrf | Invader |
| Igiroige | | Horse | | Invader |
| Ughize | Myizbywmsw | s | Chs Dwrf Mrksdwrf | Invader |
| Amar | | Horse | | Invader |
| Pawat | Myzpcgyk | tyd | Chs Dwrf Hmnr Lrd | Invader |
| | | Horse | | Invader |
| Drathupy | Dryshyp | | Psssd Dwrf Sprdwrf | Invader |
| Fadenam | | Horse | | Invader |
| Thepa | Wanalaifa | lo | Chaos Dwarf Sprdwrf | Invader |
| Sanigich | | Horse | | Invader |
| Ekytire | Gtkyhsbjzjb | | Chs Dwrf Sprdwrf | Invader |

[These guys are really unoriginal. Discounting swapping bows for crossbows, it's basically the same force composition as before, just with more dwarves, more centipedes, and horses instead of elk birds for one squad.]

Even large group of chaos cavalrydwarves this time. Mostly on elk birds, but a few are using more sensible mounts. However this attack is a serious one, as one of the leaders includes one I think is wearing a nobleman's regalia. War leader most likely. That one has to die. The order's gone down to have the west and south gates shut; that will buy us some time from the bowdwarves and centipedes to the southwest. All of us are heading out, barring the Wolverines (because those idiots STILL haven't gathered their ammo!)

I sincerely pray we all make it through this alive. Guide our arms well, and keep us safe Amas, and please give us the courage to do what must be done upon our former kin; we will endeavor to die well, should that be necessary, and all who fall to our blades and hammers, we ask you guide to the next world so that they may know peace.

Ok, so I'm going to give an account of the following battle OOC, mostly because I think it'll be a bit funnier this way/slightly quicker.

First up, is Mad Bomber who at the time actually startled the horse mounted dwarves, what with him running out alone (initially,) brandishing two hammers menacingly with what probably looked like a beat-up wooden board strapped to one arm screaming obscenities at them. He then proceeded to cave in the skull of the nearest chaos dwarf's horse as his opening attack.

The Corporal bashes The Horse in the head with his *wrought iron war hammer* bruising the muscle, jamming the skull through the brain and tearing the brain!
→The Horse has been knocked unconscious!

He then forgot about the owner of said horse who he left on his face in the grass confused as to what the hell just happened, and chased another guy onto the cave-top, before spinning around and beating the complete shit out of him and smashing in his head, while Thor pursued one speardwarf and Maskwolf another.

By this point, the war leader and his men were in position and opened up, only for every single shot or have them blocked/batted out of the air on the first volley.



the war leader's cadre. By this point though, Toad and Citrine were out of the gate, and all the other swordmasters were charging towards

the gate as well. The speardwarves were having great difficulty controlling their horses, which were completely fucking terrified of three hammerdwarves and scattered in all directions. Shortly after, the elk birds were as well. This appears to be a trait of the animals, not their riders, as the animals lack the [LIKES_FIGHTING] tag, prompting them to run if confronted unless cornered.

By this point, one horse was riderless, as Maskwolf had bashed his brains in.

```
The Chaos Dwarf Speardwarf misses The Corporal!  
The Chaos Dwarf Speardwarf attacks The Corporal but He jumps away!  
The Chaos Dwarf Speardwarf misses The Corporal!  
The Corporal bashes The Chaos Dwarf Speardwarf in the right lower leg  
with his Itonustuth Cuggan Sazir chipping the bone through the (night  
crystal heavy lamellar armor)!  
The Corporal bashes The Chaos Dwarf Speardwarf in the left foot with his  
Itonustuth Cuggan Sazir fracturing the bone and shattering the left  
ankle's bone!  
The Chaos Dwarf Speardwarf gives in to pain  
The Corporal bashes The Chaos Dwarf Speardwarf in the head with his  
Itonustuth Cuggan Sazir bruising the muscle and shattering the skull  
through the (bismuth bronze chain coif)!  
The Corporal bashes The Chaos Dwarf Speardwarf in the head with his  
Itonustuth Cuggan Sazir bruising the muscle jamming the skull through  
the brain and tearing the brain!  
→The Itonustuth Cuggan Sazir has lodged firmly in the wound!
```

All while the other troops were blocking arrows like they weren't even inconvenienced. Oh, and the centipedes started chewing on a cat that got left out.

```
The war Ironhide Centipede bites The Cat in the right rear leg chipping  
the bone!  
Ironhide centipede venom is injected into the The Cat's cat blood!  
The war Ironhide Centipede latches on firmly!  
The Cat is unable to break the grip of The war Ironhide Centipede's mouth  
on The Cat's right rear leg!  
The war Ironhide Centipede shakes The Cat around by the right rear leg  
tearing apart the right rear leg's muscle and bruising the bone!  
An artery in the right rear leg has been opened by the attack many  
nerves have been severed and a tendon has been torn!  
The war Ironhide Centipede shakes The Cat around by the right rear leg  
tearing apart the right rear leg's muscle and bruising the bone!  
An artery in the right rear leg has been opened by the attack many  
nerves have been severed and a tendon has been torn!  
The war Ironhide Centipede bites The Cat in the upper body tearing the  
fat and bruising the muscle and fracturing the middle spine's bone and  
bruising the nervous tissue!  
Ironhide centipede venom is injected into the The Cat's cat blood!  
The war Ironhide Centipede latches on firmly!  
The Cat misses The war Ironhide Centipede!  
The war Ironhide Centipede bites The Cat in the right front paw from  
behind shattering the bone!  
Ironhide centipede venom is injected into the The Cat's cat blood!  
The war Ironhide Centipede latches on firmly!  
The war Ironhide Centipede shakes The Cat around by the upper body  
tearing apart the upper body's muscle!  
An artery in the upper body has been opened by the attack!  
The war Ironhide Centipede shakes The Cat around by the right front paw  
and the severed part sails off in an arc!  
→The right front paw is ripped away and remains in The war Ironhide  
Centipede's grip!
```

kitty

However, in spite of killing another dwarf-horse team and the riderless mount, this son of a bitch is the one I wanted dead the most.



However, I was distracted by killing centipedes, who happened to be closer.



Mad Bomber and Thikut however, would not be deterred from their quest of violently ending chaos dwarf lives.

```
The Corporal bashes The Chaos Dwarf Bowdwarf in the head with his  
Saramish bruising the muscle jamming the skull through the brain and  
tearing the brain!  
→The Chaos Dwarf Bowdwarf has been knocked unconscious!
```

In fact, Mad Bomber One shotted a chaos dwarf as if to make a point. He then proceeded to run down the now riderless elk bird and thoroughly tenderized it while Thikut menaced some now assuredly terrified bowdwarves.

And here is the kill count to this point

| | | | | | | |
|------------|--------------|-------------|-----------|-----------|---------|----------|
| Sopaj | osofa | war | Ironhide | Centipede | | Deceased |
| Aga | war | Ironhide | Centipede | | | Deceased |
| Mube | war | Ironhide | Centipede | | | Deceased |
| Gushe | ketha | war | Ironhide | Centipede | | Deceased |
| Cesh | fot | war | Ironhide | Centipede | | Deceased |
| Oshir | ayuga | war | Ironhide | Centipede | | Deceased |
| Eky | tire | Gtkyhsbjzjb | Chs | Dwrf | Sprdwrf | Deceased |
| Rawyck | Lecabcchydmt | | Chs | Dwrf | Sprdwrf | Deceased |
| Uge | Horse | | | | | Deceased |
| Heshashi | Soxashodll | | Chs | Dwrf | Sprdwrf | Deceased |
| Chaach | az | Horse | | | | Deceased |
| Nioshi | Saamaonshsh | | Chs | Dwrf | Sprdwrf | Deceased |
| Shil | Horse | | | | | Deceased |
| Briexaez | Viomyu | Chaos | Dwarf | Bowdwarf | | Deceased |
| Doafeasoim | Elk | Bird | | | | Deceased |

Finally, after chasing swift mounted dwarves around, it came to the 14 year old Thikut of the Ripperjacks, up against chaos dwarf War Leader Meng, a chaos dwarf many decades his senior I'm sure.



He did well, carving up Meng's only remaining bodyguard and then chasing him down, cutting Meng's mount out from under him before going after himself.

The war leader misses The Private!
The war leader misses The Private!
The war leader misses The Private!
The war leader misses The Private!
The war leader misses The Private!
The war leader misses The Private!
The war leader attacks The Private but He jumps away!
The war leader loses hold of the (sand raider tooth bracelet))
The war leader loses hold of the (sand raider nail ring))
The Private stabs The war leader in the right lower arm with his *steel short sword* and the severed part sails off in an arc!
The war leader stands up
The Private charges at The war leader!
The war leader looks surprised by the ferocity of The Private's onslaught!
The Private stabs The war leader in the left hand with his *steel short sword* and the severed part sails off in an arc!
The Private collides with The war leader!
The war leader is knocked over and tumbles backward!
The Private slashes The war leader in the head with his *steel short sword* tearing apart the muscle shattering the skull and tearing apart the brain through the (alpaca wool cap))!
An artery has been opened by the attack!
A tendon in the skull has been torn!
→The war leader has been knocked unconscious!

Yup, literally disarmed him, more or less, and then cut his skull open. Evidently he wasn't even a soldier, just an unarmed butcher who was in charge of commanding, not leading. This appeared to completely shatter the spirit of the enemy, who ceased firing and focused on running like hell after that.

Citrine Tobulkor Private has bled to death
→Adil Lebesmebzuth Tabar Laluth Sergeant has suffocated

However, in the final stages of the battle, Citrine was killed, having bled out after having her feet cut off by a chaos swordmaster while she was wailing on a speardwarf. Maskwolf saw her die, and while wasn't able to avenge her, he did finish the speardwarf off.

16th Felsite, 230

We won, by the grace of our gods. Thikut killed the enemy general, shattering the spirits of the enemy, but our victory was cheapened somewhat though, as not everyone came back. Adil suffocated to death when a centipede bit her, and Citrine was killed as well. Both her feet had been lopped off and due to her being smaller than the average dwarf, she quickly bled to death. Never seen Maskwolf so... Angry before. I thought he was going to blame me but he says his anger is directed at both the chaos dwarf who killed her and himself for failing to avenge her.

I told him that no death will go unanswered, and that we'll make an effort to kill every chaos dwarf swordsman we find. He nodded, and went into the food stockpile to fill his flask.

Honestly, the battle was a long and bloody one. We scarcely got more than a few minutes rest throughout the whole debacle, and the only way we were able to find Adil and Citrine's bodies were their gear amid all the dead centipedes, horses, elk birds, and chaos dwarves. I informed the forgemasters to give them their due, and forge for them sarcophogi of steel and iron. I put out a call for volunteers during the party celebrating Thkiut's role in breaking the back of the enemy offensive, and two answered: Dakost Rocksharks who offered to replace Citrine, and Oddom Foldedsabres, who volunteered to lead the squad. Some said that Tholtig or Erush should lead, but they had already turned me down on the grounds that since they'd both been in bed during the battle, they had no right to the position.

In a few days, the Goanna barracks will be complete and more dwarves will be training to meet the enemy, but will it ever be enough?

Ok, so, big bloody battle happened, two axelords died as a result. Got the new hospital almost finished (still needs traction benches,) the jail was expanded, and it appears Citrine won't be getting jail time for assaulting Adil, nor can Adil accuse her anyway.

First bits of honey have trickled in, and some royal jelly even got used in a stew along with longland flour and cinnamon spice. And my god, sooooo many screenies.... SO MANY.

So, once again Happy New Year guys! Time for me to get some fucking sleep.

The invasion alert blared throughout the fortress, calling the warriors to arms. Maskwolf sighed, moving to put on his armor.
"Don't go."
He turned. Nuri was standing behind him, looking terrified.
"I must, love. It is my duty."
"Someone is going to die today. I can feel it. Don't go. We can't lose you."
Maskwolf walked over to her, pulling her into an embrace, "I will return, love. And when I do, I'm going to submit my resignation. You'll never have to worry about me again. Okay."
Nuri pulled back from the embrace, nodding tearfully.

So, yeah, for entirely in character reasons, could you put me in a squad by myself, with all my equipment, that isn't training. Sort of a reserve squad along with any other military trained dwarves who aren't a part of the full time military.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 01, 2014, 08:43:33 am**

Wow... That was a quick update. You ninja'd me. :P Anyway, here's a journal entry:

"From the diary of Lizard, construction worker and social dwarfologist:

"The bugs! They're here! Take cover!" - somedwarf yelled on a top of his voice. I turned around, ducking behind a large rock, trying to make out the silhouettes of enemies. That damn things ambushed us again, trying to slaughter the workers who were gathering trophy armor left from the previous siege. I was standing near the wall, appreciating the barracks (gray phillyte block walls look rather good, especially with those green glass windows). Anyway, I was outside when the xelics showed up. There was no time to search for a full armor suit - good thing I was already wearing a heavy lamellar chestplate Splint had given me. I heard the sounds of flying arrows. Someone screamed. I immediately grabbed my spear and ran towards the bugs. They gathered near the ditch. Our soldiers were already on scene, killing some of the ambushers. A body of a dwarf was lying there, but from the distanse it was hard to tell who it was."Help me!" - a dwarf in red clothes ran past me, desperately fleeing from one of the xelics. I swiftly blocked the attackers way. The bug swung it's weapon, slamming it into the ground next to me. I dodged it and grabbed my spear like a javelin, aming into it's torso. The xelic raised it's leg again, but the spear struck it right in the chest. I hit it one more time and it fell dead. Then I noticed another bug running to the gates. Madbomber easily killed it. Hammerheads and Wolf Spiders finished the rest. After a short mop-up, we took a look at the corpses. Two dwarves were killed in the battle, including Ezum, one of my subordinates. Poor guy. But that is what it means to be a hoplite - death before dishonor. I desided to wait outside for a while.

The sand riders almost caught me unawares. One of those assholes shot me right in the leg. I nearly fainted because of the pain, but managed to stand up and got ready to fight. That could have been the end of me, but Ferro got there before the raiders got close. He fought his way though the attackers, killing most of them single-handedly. His sworddwarfship was great. Only two enemies escaped.

I sat on the ground. It felt like I was sober. My leg hurted, and I tried to limp to the hospital. I heard Selore knows some tribal medecine - she sometimes gathers herbs topside in her free time. A good mug of ale might make me feel better... probably. But, first of all, we should take care of the fallen. The warriors had already taken positions around the fortress, guarding the roads. Somedwarf lent me a hand, and we slowly went trough the gates. Splint greeted me there. He certainly had more pressing issues to be dealt with."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 01, 2014, 01:51:36 pm**

Wow, lots of combat. Glad to see that our soldiers are doing so well, though! The losses could have been much worse.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 01, 2014, 03:04:25 pm**

Quote from: Mephansteras on January 01, 2014, 01:51:36 pm
Wow, lots of combat. Glad to see that our soldiers are doing so well, though! The losses could have been much worse.

Yup, which is just what I like to see. Honestly it was just bad luck that Adil hadn't gotten her boots yet and Citrine got her feet sliced off (also due to boot shortage; really need to correct that.) The sole reason Citrine's killer escaped was because Maskwolf had to bash through three chaos speardwarves and four horses to get to him and he fled off map by the time he was done with them.

Quote from: 4maskwolf on January 01, 2014, 07:49:12 am
So, yeah, for entirely in character reasons, could you put me in a squad by myself, with all my equipment, that isn't training. Sort of a reserve squad along with any other military trained dwarves who aren't a part of the full time military.

Honestly it'd be a tremendous waste of the skill you've developed to do so. You're a hammerlord after all, as well as easily one of our best soldiers, and I'm a both a practical and military minded fellow, so would you mind if I kept you on full time?

Also, as odd as it seems, having everyone so tightly knit along with the soldiers getting no in-game socializing time may be a major factor as to why we didn't get slapped by a tantrum spiral after all those deaths. Everyone can talk out their problems with their friends over some moonglow (We're building up a healthy supply due to devoting a plot specifically to glow caps,) and high quality meals composed of all maner of flours sugars, and spices, rather than punch eachother in the face.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **January 01, 2014, 05:37:24 pm**

Okay dokay, I'll do a write-up of that interaction in a little while.

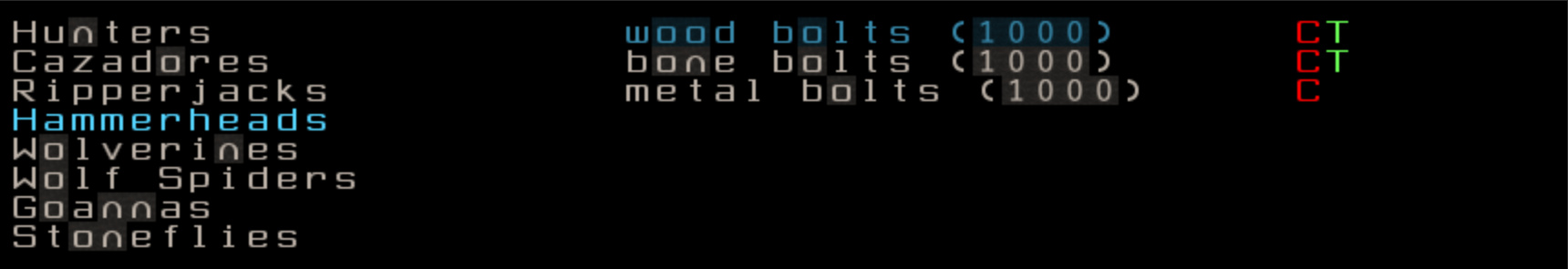
*Thor scanned the battlefield, checking for any stragglers. There were none. All of the goblins were either dead or long since fled. Turning to go into the fortress, he noticed Maskwolf approaching him.
"Yes, private?"
"Sir... Requesting your permission to resign from active duty."
Thor's jaw dropped. Of all of the possible ways this conversation could have started, he had not expected this.
"And why do you want to do that, private?"
"I can't do this anymore. I have my family to think about, and sooner or later active duty is going to get me killed."
"And what better death than protecting the ones you love?"
"You and the other warriors do an excellent job protecting us. I'm sure we'll be fine with one fewer soldier."
Thor sighed. Time for another pep talk.
"Look, private. Like it or not, you are one of the best soldiers under my command. Hell, you're one of the best soldiers in the whole damn military. You took to the training faster than anyone I have ever seen. You have even named your weapon and shield. I know that part of you wants to resign your duty, but there is a part of you that wants to keep going. If there wasn't, why do you name your weapons? Why do you answer the call to arms every time? Now, let me be clear: I can't force you to stay active duty. But I want you to give it a couple days, really think it over. In a week, if you still want to resign, I can't stop you."*

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 01, 2014, 09:09:12 pm**

25th Hematite, 230

It's been over a month since the battle that claimed Adil and Citrine. Maskwolf handed me a letter of resignation, saying that Nuri was getting increasingly worried that he'd not make it back. And while I can honestly understand his wanting to be there for his wife and children, I haven't informed him of my decision just yet. On the one hand, he has his family to think about. On the other, he's one of our best soldiers, and his old profession isn't exactly in high demand around here, if it ever was (hell, I forgot what he used to do before he signed up to cave in xelic and chaos dwarf skulls.) Honestly, I think he's just too valuable to the militia at this point.

Oh, and I figured out the issue the Wolverines were having with their munitions.



Evidently the ammo had been filed to belong to the Hammerheads, and they never bothered to inform me of the misfile. This has since been corrected, and I'm honestly really fucking embarrassed over this slip up...

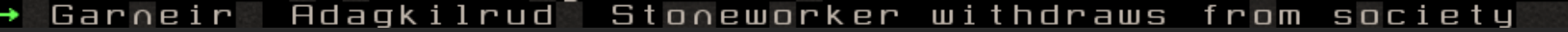
12th Malachite, 230

The Goanna Barracks is complete, and both Citrine and Adil were laid to rest and their headstones raised. Anyway, the Goannas will begin training once there's enough spears to go around. Most of what's left over from the siege is getting used in traps along the walls. Besides, Anvil can make better spears than the trash the chaos dwarves brought.

They may look like dwarves, but they clearly don't know how to make decent arms anymore.

17th Malachite, 230

I was informed Garnier was acting funny today.

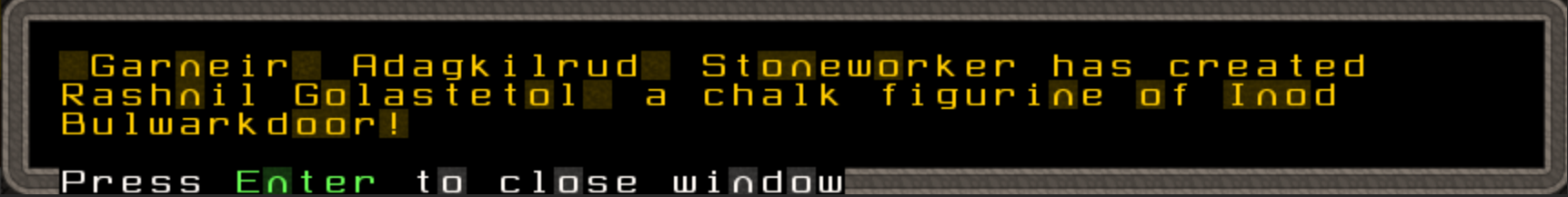


Taking all bets, something useless!

19th Malachite, 230

Darko came of age today and enlisted with the Ripperjacks. I had Anvil use our one... ingot, of void crystal to make him a shortsword, and it was an absolute masterpiece! Another child named Goden also came of age some weeks ago, and made it known she wanted to join the Hammerheads. She was a friend of Citrine, and wants revenge. She's making due with a bronze war hammer off a dead goblin right now.

27th Malachite, 230



Useless, useless, useless. Pretty, but completely useless.

9th Galena, 230

Clean-up's been going smoothly, for once, this summer. Been working on gathering up all the loot and skeletons and piling them up by the main entrance to be sifted through. Turns out our excess dwarves are a blessing for such things, provided we don't try to throw things into a ditch in clumps bigger than a half dozen and only one area at a time. Makes for very efficient removal of battlefield debris.

16th Galena, 230

Silver xelics. The workers are gonna have to haul ass to bring in the last of the salvage, because I'm sure "visitors" are going to come along shooting at us.

21st Galena, 230

The humans arrived, and with them came xelics. Xelics lead by an elf.



Hopefully the human guards can deal with them; we're low on brew again because SOMEONE kept eating all the crops.

-

I lead my squad out after the merchants said three of their guards failed to catch up with them. Found three dead humans and two dead xelics, along with a few xelics and the elf. Toad led the charge, just as before due to being lightly armored compared to the rest of us, and first thing she did was pop the first xelic's head right off its shoulders!

→The Private stabs The Violet Xelic Lasher in the head with her Incendium short sword and the severed part sails off in an arc!

I went after the elf myself though.

The Colonel charges at The Elf Bowman!
The Elf Bowman looks surprised by the ferocity of The Colonel's onslaught!
The Colonel stabs The Elf Bowman in the left upper leg with his Ethnitig Etom Onul fracturing the bone!
An artery has been opened by the attack a sensory nerve has been severed and a tendon has been torn!
The Colonel collides with The Elf Bowman!
The Elf Bowman is knocked over and tumbles backward!
→The Colonel stabs The Elf Bowman in the left upper arm with his Ethnitig Etom Onul and the severed part sails off in an arc!

Honestly, it was quite satisfying cutting up one of those tree humping hypocrite, even if they'd been raised by bugs. But we also heard the sound of fighting at the courtyard!



More xelics had tried to slip in the east gate, but they wound up running into Mad Bomber. From there, it was a masaacre of the xelics and the elf. Goden eaven got a kill!

26th Galena, 230

Been quiet, and we traded for every bit of brewables and food they had. Idiots seemed happy taking a bunch of weather beaten shields and cheap copper lamellar armor that's been beaten to hell and bunched full of holes.

7th Limestone, 230

I told Maskwolf that he's simply too valuable to the militia to be allowed to resign. He didn't seem all that shocked really since I hadn't given him an answer right away. He simply told me he understood and he'd do what needed to be done should the chaos dwarves attack again. He doesn't seem to have any qualms about killing xelics, goblins, and other things of that nature, but the chaos dwarves seem to really rattle him, though not as much as before.

Maskwolf Savotolin Dastron Urol has been quite content lately. He slept in a bedroom like a personal palace recently. He was upset to be wearing old clothing lately. He has been accosted by terrible vermin. He had a satisfying sparring session recently. He is married to Nuri Al-Gnat. Reliclashes and has two children: Terrahex Focusedlancer and Charger. Darsizzled. He is a casual worshipper of Kerlig. He is a citizen of The Gravel of Prisons. He is a member of The Axe of Autumn. He is a former member of The Red Sacks. He is a former member of The Creed of Law. He is an enemy of The Hardy Castle. He is an enemy of The Sullen Cosmos. He is an enemy of The Old Mists. He is an enemy of The Malice of Constructs. He arrived at Ozkakurriith on the 28th of Malachite in the year 226. He is one hundred thirty-six years old, born on the 1st of Granite in the year 94. He has loaded a tall body with incredible muscles. His hair is extremely sparse. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. He has a low voice. His head is narrow. His ears are somewhat broad. His copper skin is slightly wrinkled. His emerald eyes are slightly wide-set. His hair is gray mixed with white. He is basically unbreakable, absolutely inexhaustible, unbelievably strong and amazingly agile. Maskwolf Savotolin Dastron Urol likes black marble, solid glowing elixir of fire, heliodor, giant beaver leather, coral, giant brown recluse spider silk, high boots, backpacks, ducks for their quacks and giant dingoes for their coloration. When possible, he prefers to consume tuber beer and dwarven wheat flour. He absolutely detests toads. He has a great kinesthetic sense, a great affinity for language, a great feel for the surrounding space, willpower, good intuition and the ability to focus. He is very slow to anger. He can handle stress. He tends to avoid crowds. He is unassertive. He is not a risk-taker. He is very disorganized. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He doesn't really care about anything anymore.

[8 of his 11 notable kills are choas dwarves.]

21st Limestone, 230

Announced to the fortress after a long time, we're finally going to make sure everyone has a cabinet to call their own. Seemed to lift everyone's spirits greatly! Also production of golden salve commenced. We didn't know what else to do with the valley herbs we had in storage. Also, an effort is in progress to produce new socks, shirts, cloaks, hoods, and pants for everyone.

Also Nuri announced that next year, the humans have promised to bring a great supply of drink and ore, including much coveted sugarcane rum which many dwarves have taken a liking to.

28th Limestone, 230

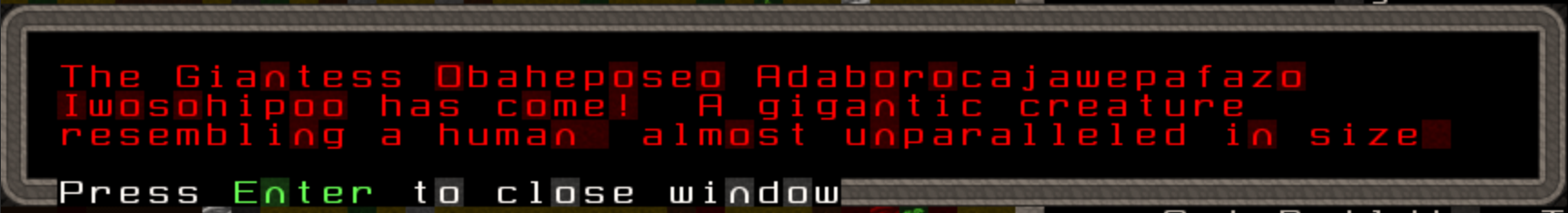
Been finding abnormally high numbers of dead snatchers jammed in or near our traps. Looks like they were a very wise investment after what happened to Monitor.

Gods, I hope that kid doesn't show up leading a raid party. It'd probably ruin all of us to have to kill one of our own.

22nd Sandstone, 230

I was informed that the crops are coming in fast than they can be processed, and storage of the golden salve took up space as well. I consulted Lizard on how to handle this, and she said that the miners could use some work and drew up two sets of plans: 1 for an additional storeroom for millables and one for additional archery targets for the Wolverines. I sent Selore down to Solon and Ilral and she came back telling me they'd get the miners right on it.

14th Timber, 230



A... Well, I have no idea. A fucking huge bitch showed up bellowing about "eatin' dorfs." Don't know where it is, but were heard it shouting anyway. I told the troops to hand back, and that I'd face whatever it is myself.

-

It was a god damn giant, and a clumsy one at that. Didn't take too much effort to kill it though.

The Colonel stabs The Giantess in the head with his Ethnitig Etom Onul tearing the muscle fracturing the skull! A tendon in the skull has been torn! The Colonel stabs The Giantess in the right lower leg with his Ethnitig Etom Onul fracturing the bone! A ligament has been torn and a tendon has been torn! The Giantess falls over The Colonel stabs The Giantess in the left foot with his Ethnitig Etom Onul chipping the bone and chipping the left ankle's bone! A ligament has been torn and a tendon has been torn! A ligament in the left ankle has been torn and a tendon has been torn! The Colonel slashes The Giantess in the left upper leg with his Ethnitig Etom Onul fracturing the bone! The Colonel kicks The Giantess in the right lower arm with his left foot bruising the muscle! The Colonel slaps The Giantess in the right foot with the flat of his Ethnitig Etom Onul bruising the fat! The Colonel stabs The Giantess in the left upper leg with his Ethnitig Etom Onul chipping the bone! A tendon has been torn! The Giantess gives in to pain The Colonel stabs The Giantess in the head with his Ethnitig Etom Onul tearing the muscle fracturing the skull and tearing the brain! A tendon in the skull has been torn! →The Ethnitig Etom Onul has lodged firmly in the wound!

15th Timber, 230

Vamarii spotted around noon today. We all know what that means.

Dunno why, just been feeling real Carryscar-y lately. Had a high point of elves leading xelics, a bit of trade, honey production, and production of much dwarven sugar and longland flour. Oh, and a giant attacked as you can see, and it fared very poorly. Also I derped and figured out why the Wolverines hadn't had any ammo.

Anyways, hope you guys enjoy this short little update!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 01, 2014, 09:40:36 pm**

Spoiler: Journal of Dreamerghost part 6 (click to show/hide)
11th Slate, 228

I was named a swordmaster, a title given to those that have mastered the art of killing with sharpened slabs of metal. An achievement that is surprisingly useless. Our whole initiation ceremony consisted of short congratulatory speech and a toast to our continued carnage on the battlefield. Nothing too amazing. But it does feel good to be officially superior.

28th Felsite, 228

My story about badger wrestling has checked out, since I managed to get coins back inside quietly. Nothing major happened because of it, so our brew master didn't get blamed. Although it probably had something to do with his usual high quality of work.

19th Galena, 228

Not much happens when you are constantly on duty, but I got to decapitate a chaos dwarf sergeant today. While it was of itself a welcome distraction, the fact that they are sending their troops in an organized manner is distressing. They might have been scouts of a much larger force. Also, during the fight I experienced what dwarves call a "martial trance". Most of those that felt it say that they don't remember what happened, or that they felt like time had slowed down for them. It was entirely different for me. Instantly, I saw the entire battlefield. Every blade of grass moved by the wind, every enemy and ally and what they were doing. Chaos dwarf was moving away to dodge Thor, but I saw that he would get hit, since he started moving fraction of a second too late. Another chaos dwarf was aiming at me, but he was inexperienced, his bolt would be carried by wind and would miss me by an inch. I could recognize their sergeant for what he was and moved towards him. Maskwolf and Thor moved with me. I saw their muscles clench, and I knew where they would aim their swings. I walked around their flailing and decapitated chaos dwarf with one fluid motion. I knew from sound of hammer bashing a head in that the battle was over. Then, just the same as it came the feeling vanished, and I felt like I had just lost a part of myself. Thankfully, dwarven drinks seemed to solve all and any psychological problems.

12th Felsite, 229

A platoon of xelic cavalry arrived, and not for some peaceful ceremony either. They even had some flyers. Most of them got shanked by the traps, and flyers for some reason decided that barracks would be a good place to land. We educated them about landing locations so that they could do better in the afterlife. They got some merchants though. Bandit groups like these thrive along the borders of kingdoms, since patrols here are rare. Maybe they were just chasing that caravan, maybe they took offence to us intruding in their territory, maybe they thought that newfound fortress would be poorly protected, but either way, this particular group probably won't be coming back soon.

16th Galena, 229

A slightly larger contingent of chaos dwarves showed up today. Probably came here to investigate where their scouts went. Their armor and weapons were mismatched, and their commander was using a mitral flail, so my scouting theory could be changed for one of banditry. Chaos dwarves were insane, and it was possible that they would have shattered leadership. Some of them managed to escape with some limbs missing, time will tell if it will discourage others, or will they take it as a challenge.

22nd Galena, 229

It was a sad day this time. I stood witness to death of Tekkud. He charged sergeant of invading xelic squad. A very bold move that cost him his life. He was too eager to prove his worth, to protect his home. It was a three on one situation, and yet he managed to kill the sergeant, and live long enough until Dragonfly came to help him. Bled out just as the battle was ending.

12th Timber, 229

Xelic again. They have smartened up enough to time their attacks with incoming caravans. Weather it was an attempt to ruin our trade relationships, or a try to make use of opened gates will remain unknown, since overseer is not one for taking prisoners. Peacekeeping squad finally got their weapons, so my part time duty as a guard is over. I get a feeling that I'm going to miss those lazy times of just standing around.

17th Moonstone, 229

An accident happened near the dump where we put bodies of our enemies after the battles are over. The dump was a good plan, since we did not really had the hands to sort everything out, vultures would do a better job of picking gibs of flesh from weapons and armor anyways. Sadly, our enemies made use of this. A trap was created next to the edge, in a way that if too much weight was on the edge, it would collapse and drag everyone down. Having seen some traps in my life (some from inside sadly) I immediately recognized it for what it was. Others missed the digging marks on the edge and chalked it down to a dirt slide, but I knew better. It's time for some night shifts and rat caching.

12th obsidian, 229

My scouting party theory proved to be the correct one, as chaos dwarves have arrived en masse. A single charge to our traps later, they retreated. I do not like where this is going, for it means possible reinforcements on the way.

Yet again I have some caching up to do, but it's too late today. You are really making these updates quickly Splint. Could I get my kills list?
@ maskwolf Expect a speech of encouragement from Story!Dreamerghost tomorrow.

Title: **Re: Ozkakurriith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 01, 2014, 10:29:38 pm**

Yeah, I dunno what's come over, just felt like putting out updates for Carryscar. And I'll get you that kill list shortly.

And now for kills! Everyone else either has one, no kills, or is an unclaimed NPC.

Twenty-One Notable Kills

Famirehuweck Embracedwilt the colossal cave crab d 226
Yutokav Fieldwings the silver xellic d 226
Hahee Blazetwilight the silver xellic d 226
a giant beetle d 226
a giant beetle d 226
Iiweu Burnsavage the bugbear d 227
Orehoge Scaldcat the sand raider d 227
Azstrog Dawnedstabbed the violet xellic d 227
Eweyaha Oiledcradle the chaos dwarf d 227
Soshapo Crewsyrup the chaos dwarf d 227
Aphotoa Futurewire the violet xellic d 227
Docabubip Rootermith the violet xellic d 227
Yichehiyan Devilsoot the violet xellic d 227
Shoba Lancecall the chaos dwarf d 228
Ugiredamun Blotgears the chaos dwarf d 228
Ureli Whisperedwind the chaos dwarf d 229
Sopajosofo the ironhide centipede d 230
Oshirayuga the ironhide centipede d 230
Thele the ironhide centipede d 230
Lema Mintfish the elf d 230
Obaheposeo Greatercomet the Sweet Justice the giantess d 230

Four Other Kills

Two giant moles (🐛) in The Scar of Watching
One elk bird (🐦) in Carryscar
One grasshopper man (🐛) in The Scar of Watching

Splint

Nineteen Notable Kills

Sarete Chantgrub the bugbear d 227
Oxdu Dawnplunge the violet xellic d 227
Tey Tempestjaundices the violet xellic d 227
Ticya Hellfishes the violet xellic d 227
Roshisick Tundrastake the chaos dwarf d 228
Teakaag Fatedcircled the violet xellic d 228
Jawdoomed the violet xellic d 228
Carahoso Indigomuddled the sand raider d 229
Oqutaxyekte Mistbent the sand raider d 229
Silencerumor the sand raider d 229
Yenukimeth Denrogues the sand raider d 229
Va Muddledbrain the sand raider d 229
Bosa Malicecleaned the goblin d 230
Ozud Wickedsinges the goblin d 230
Bosa Hateraunches the goblin d 230
Mube the ironhide centipede d 230
Aga the ironhide centipede d 230
Oyohiweo the ironhide centipede d 230
Isoshareo Wetgalleys the chaos dwarf d 230

Three Other Kills

One grizzly bear (🐻) in Carryscar
One louse man (🐛) in Carryscar
One hamster man (🐛) in Carryscar

Ferro

Eleven Kills

Visiongoaded the violet xellic d 227
Amefoha Hellspurts the violet xellic d 227
Ametha Omenbuzzards the violet xellic d 227
Agashazese Rinsedgears the chaos dwarf d 228
Em Horntorment the goblin d 228
Snamoz Menaceconjures the goblin d 228
Pocio Helmedpelt the chaos dwarf d 229
Euyiigo Devilpages the chaos dwarf d 229
Zeeru Windyamused the violet xellic d 229
Sodanin the ironhide centipede d 230
Bamishe Vicepick the ironhide centipede d 230

Dreamerghost

Fifteen Notable Kills

Vao Rounddemon the violet xelic d 227
Ducim Archbrush the chaos dwarf d 228
Wanabona Bouldersports the chaos dwarf d 228
Sitoda Nightmareportal the chaos dwarf d 228
Ngerxung Threecurse the goblin d 228
Gozru Sinewpoison the goblin d 228
Iemui Wastedestined the violet xelic d 229
Chup Omennumber the violet xelic d 229
Sumasanewu Empiretempest the violet xelic d 229
Atho Wretchportents the violet xelic d 229
Otomara Soultaxes the violet xelic d 229
Wanabona Shotclasp the chaos dwarf d 229
Ce ci Gleamlashes the chaos dwarf d 229
Zakosp Grosssilver the chaos dwarf d 230
Igioroige Charmedgalleys the chaos dwarf d 230

Nine Other Kills

Three wren women (🐦) in Carryscar
One giant thrips (🐛) in Carryscar
One giant thrips (🐛) in Carryscar
One elk bird (🐦) in Carryscar
One horse (🐾) in Carryscar
One horse (🐾) in Carryscar
One grasshopper man (🐛) in Carryscar

Thor

Ten Notable Kills

Lokeck Claspentrances the chaos dwarf d 228
Layecani Brandshoot the chaos dwarf d 228
Iriu Leopardpast the violet xelic d 229
Aha Cudgelstarved the chaos dwarf d 229
Heshashi Releasedgate the chaos dwarf d 230
Briexaez Vesselamber the chaos dwarf d 230
Thepa Toolstinky the chaos dwarf d 230
Tayataw Giltcacti the chaos dwarf d 230
Caecaa Ordergems the chaos dwarf d 230
Awemeco Fatetested the violet xelic d 230

Nine Other Kills

One giant thrips (🐛) in Carryscar
Two elk birds (🐦) in Carryscar
One horse (🐾) in The Scar of Watching
Two elk birds (🐦) in Carryscar
Two horses (🐾) in Carryscar
One grasshopper woman (🐦) in The Scar of Watching

Mad Bomber

Eleven Notable Kills

Ciri Bannerriddles the sand raider d 227
Usbu Utterseduces the goblin d 228
Nuohoam Soulbead the violet xelic d 229
Uudoukee Guildlauded the chaos dwarf d 229
Azai Lullslings the chaos dwarf d 229
Wuxopyck Lionsling the chaos dwarf d 229
De Page seized the chaos dwarf d 229
Nioshi Quakespecks the chaos dwarf d 230
Laethai Boltentered the chaos dwarf d 230
Sanigich Dancemines the chaos dwarf d 230
Drathupey Portalfright the possessed dwarf d 230

Nine Other Kills

One giant louse (🐛) in Carryscar
Two wren women (🐦) in Carryscar
One giant thrips (🐛) in Carryscar
One elk bird (🐦) in Carryscar
One elk bird (🐛) in Carryscar
One horse (🐦) in Carryscar
Two horses (🐾) in The Scar of Watching

Maskwolf

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **4maskwolf** on **January 02, 2014, 12:28:55 am**

Maskwolf walked towards Thor, his head held high. He had made his decision.

"What have you chosen, Maskwolf?"
"I..." Maskwolf seemed to have difficulty swallowing momentarily, "I have decided that the fortress needs me to remain as a guard."
"That was a remarkably quick turnaround."
"I suppose. I remembered why I joined the armed forces to begin with."
"And why was that? You never actually explained that. You just showed up one day with orders from Splint."
"I joined in order to protect my family. That is what I am going to continue to do."
Thor clapped Maskwolf on the back, "That's a good soldier. Now, the rest of the squad needs training. You going to help with that?"
Maskwolf shuffled nervously, "Could I have a few minutes, sir. I haven't told my family yet..."
Thor nodded, "Of course, private."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 02, 2014, 09:58:39 am**

"From the diary of Lizard, construction worker and social dwarfologist:

After short treatment in the fortress hospital, I immediately returned to my room. I had a lot of things to do, first of all, to finish the new storage area for crops (It should have at least two stories to be efficient, I think), and additional archery range. Had to look trough some older plans, including the Hive Palace (By Nuri) and Strategic Cavern Security and Colonisation Plan (By Splint). My table was literally covered with plans, blueprints and other papers. My notebook, with a rough scetch of newly-built Goannas barracks, was lying on a top ot this pile of documents. A brass hoplite dogtag with a picture of a goanna, forged by Anvil, caght my attention. Definetely, a masterfully-made thing.

"Hello there, my scaled friend." - Selore entered the room, holding yet another batch of papers: - "How are you feeling today?"
"I'm fine, thanks. That ointment of yours helps greatly." - I looked trough one of the files, trying to find the document I needed. The tigerwoman sat on the floor next to me, looking curiously.
"What's the matter, Selore? Do you want to ask something?" - I put the file on a table and turned to her. She looked as if she was feeling uncomfortable.
"Yes. Well... You know... There is something..." - She sighed: "You're now a warrior, right?"
"Yeah, that's true. But I am still working as a chief construction worker. This place needs both, you know." - I smiled. Selore grinned in responce, but I was sure she still felt uneasy.
"And what about your family? Your friends? What do they think about this?" - she asked.
"Well, you see... I haven't got many relatives here. And friends... What do you think about my new career?" - I laughed.
"That sounds great, but... You know, it is dangerous." - She looked worried: "If something happens... You know... I would miss you." - the tigerwoman sighed:
"Both you and Splint are now in the military. You know, after I lost contact with my family... You're my closest friends."
"Don't worry, kid." - I smiled: "I will do my best. And Splint... He's one tough guy."
"Okay." - Selore nodded.
"Look... Talk to Maskwolf. He's not only a great warrior, but also an honest family man."
"Thank you, the Scaled One!" - she hugged me (I felt like she was trying to wrestle me) and then walked out. I returned to my usual work."

OOO note: By the way, if it's possible, can I see my dwarf's relatives and friends?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **January 02, 2014, 10:10:48 am**

How many troops do we have exactly?

If its less than 50, make it 50.
We need either A) Meatshields or B) Marksdwarves.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 02, 2014, 05:33:19 pm**

Quote from: Aseaheru on January 02, 2014, 10:10:48 am

How many troops do we have exactly?

If its less than 50, make it 50.
We need either A) Meatshields or B) Marksdwarves.

Marksdwarves are out of the question simply because I'm never confident in my ability to provide enough training ammo for more than one squad (which we have and is burning through training ammo at an alarming rate due to several members already being great or better when they joined up.) We currently have 32 soldiers, counting the currently off-duty Goannas, and 36 (I think, if I did my math right,) with the Peacekeepers.

1 Swordsdwarf
7 Swordmasters
2 Axedwarves
2 Axelords
1 Hammerdwarf
3 Hammerlords
6 Speardwarves (Goannas)
4 Macedwarves (Peacekeepers)
10 Marksdwarves

Quote from: Monitor Lisard on January 02, 2014, 09:58:39 am

By the way, if it's possible, can I see my dwarf's relatives and friends?

| | |
|------------------------------------|--------|
| `Taloniswolf' Nishrerith, Merchant | Friend |
| `Darko' Kadolokil, Private | Friend |
| Bomrek Tabaronul, Dwarven Child | Friend |
| `Mica' Onolletmos, Metalcrafter | Friend |
| Tulon Melbilidek, Forgemaster | Friend |
| `Kestrel' Usennokim, Wax Worker | Friend |
| Oddom Ostast, Sergeant | Friend |

You have relatively few friends, despite your time not spent cutting blocks and helping build things (excluding the hospital stay,) being spent in the mess hall. You do however have a list of passing acquaintances a friggen mile long. No known next of kin either, so I'll assume her reason for coming here was a bit of a spat with her family that ended with her getting disowned.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 02, 2014, 09:20:57 pm**

Spoiler: [Encouragement for dorf!maskwolf](#) (click to show/hide)
There had been some disturbing rumors lately. A few of us had been questioning the righteousness of killing chaos dwarves. Typical really, non shapeshifters seem to have some sort of prejudice against killing their own kin. A little bit of snooping around showed that the source of these concerns was Maskwolf. I think he was up for some encouragement. After leading goblins into battle, I had some experience in such matters. I waited for a time when he was taking a walk alone in some more remote corridors. If he was alone and wanted to stay alone it showed that he wanted to think. And if no one intervenes I'm going to give him something to think about.
"Maskwolf" I shouted out. He turned to reply, but fell silent as my steel clad fist collided with his stomach. "It seems that I'll need to tell you a thing or two about chaos dwarves. Firstly, they are not like dwarves you lived with. They are cruel caricatures, their minds are controlled by demons, and they have no understanding of love, honor, compassion, mercy and any other feeling that are not fear or sociopathic madness. Secondly, they came here with one reason and one reason only; to kill you and your family, and then loot all that they can carry. Alternatively, they would take your family as slaves, or maybe even turn them into one of their." At these words Maskwolf stopped wincing and if not for his writhing in pain he would had looked like a really fearsome dwarf. Good, I hit a sweet spot, time to roll up the act. "And thirdly, they came here to attack. It's not like they wandered here randomly. No, they came here in huge organized groups; they knew why and where they were. They knew that there would be combat, and that their gear and skill are mediocre at best. They came here ready to die, they don't care about dying, and you should not care about killing them. And I swear to you, if I see you even once trying to run from a fight against any foe that threatens this fortress, I will drag you out, and use you as a shield. Now get up, shape up, and stop this nonsense about leaving the military." Then, before he had any chance to say anything, I quickly walked off. This kind of thing really works much better if you don't give them chance to talk back. Large bruise on his stomach might spark some conversations, spread the word. That would discourage other deserters to be, as I doubt that many would fancy getting their face

smashed in during a brawl with me. And I didn't have to worry about them bringing weapons because of my rank as a swordmaster. I still had some time before first group of his friends would decide to get back at me, so I went for a drink. I had an engagement to plan and peacekeepers to inform.

Notthing like a direct morale boost.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 03, 2014, 04:46:26 am**

Quote from: Splint on January 02, 2014, 05:33:19 pm
You have relatively few friends, despite your time not spent cutting blocks and helping build things (excluding the hospital stay,) being spent in the mess hall. You do however have a list of passing acquaintances a friggen mile long. No known next of kin either, so I'll assume her reason for coming here was a bit of a spat with her family that ended with her getting disowned.

Well, according to my story, Lizard has a few living relatives, and they in the mountainhome, far from Ozkakurrith. That's why she didn't care about the opinion of her family when becoming a hoplite.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **January 03, 2014, 08:27:10 pm**

Sorry I've been a tad..... distracted lately, and by lately I mean what weeks now? Either way soon I'll do some journals again once I manage to stop distracting myself. Also before that what has my dwarf been doing anyways? Still random jobs or something in particular?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 03, 2014, 08:30:24 pm**

Quote from: zacen299 on January 03, 2014, 08:27:10 pm
Sorry I've been a tad..... distracted lately, and by lately I mean what weeks now? Either way soon I'll do some journals again once I manage to stop distracting myself. Also before that what has my dwarf been doing anyways? Still random jobs or something in particular?

Varies between socializing and either mining or helping build things (because I left masonry on for'em.)

Update coming shortly, just need to take care of the images.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 03, 2014, 08:41:31 pm**

15th Timber, 230 (late afternoon)

Henithif Shikahesexshyl Vlt Xlc Pkbg Invader
Quuniu Shishaketequuniu Vlt Xlc Pkbg Invader
Uuduux Brieseeiemui Violet Xelc Pkbg Invader
Midush Brelapiyyateh Violet Xlc Pkbg Invader
Yae Yiayacuwe Violet Xelc Pikebug Invader
Thaci Fidivafice Elf Crossbowman Invader

The Vamari representative came in today looking absolutely terrified. Said he got attacked by xelics (big surprise; I'm getting really fuckin' sick of them.) So we're heading out to deal with them. The fox says that the bugs are led by an elf crossbowman, but that's not really an issue. I have to wonder why so many elven sergeants are accompanying their troops into the field though... I thought these were mostly just large bandit gangs, but maybe we've drawn some unwanted attention...

-

The fight went about as well as could be expected from the bugs and their tree fondling comrade. Cut the bastards to ribbons. One of the high points though was Toad biting one's head and killing it that way and her taking down the tree humper.



[Battle in progress]

The Violet Xelic Pikebug attacks The Corporal but He jumps away!
The Private bites The Violet Xelic Pikebug in the head from behind
chipping the chitin and bruising the muscle and bruising the brain's
brain tissue!
A ligament has been torn and a tendon has been torn!
→The Violet Xelic Pikebug has been knocked unconscious!

[Toad biting one's head in]

The Colonel jumps away from The flying (bismuth bronze bolt))!
The Colonel jumps away from The flying (bismuth bronze bolt))!
The Private stabs The Elf Crossbowman in the right foot with her
incendium short sword tearing apart the muscle!
An artery has been opened by the attack and many nerves have been
severed!
The incendium short sword has lodged firmly in the wound!
The Elf Crossbowman falls over
The Private twists the embedded incendium short sword around in The Elf
Crossbowman's right foot!
The Private slashes The Elf Crossbowman in the head with her incendium
short sword tearing apart the muscle shattering the skull and tearing
apart the brain!
A tendon in the skull has been torn!
The Elf Crossbowman has been knocked unconscious!
→The incendium short sword has lodged firmly in the wound!

[Toad elf kill]

I decided to lead my squad out on a patrol around the perimeter of our territory, sniffing out any other intruders when we got jumped just before sundown.



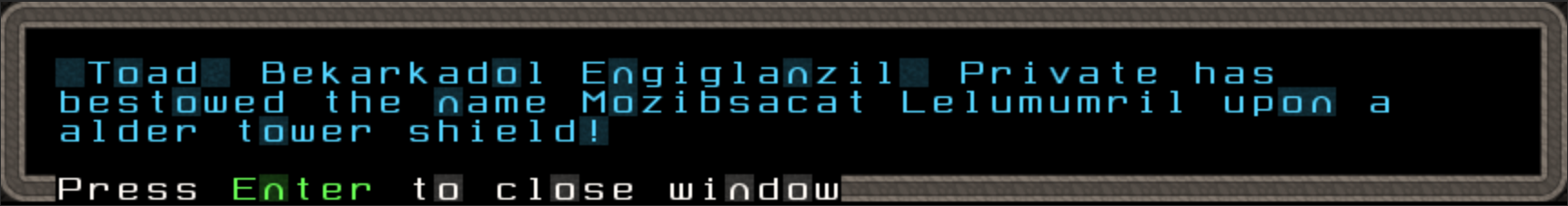
It was another elf led squad. Honestly it's starting to make me think the damned hippies are in league with them, but I know better than that. No self respecting elf would go into battle using metal gear, because that means their precious trees had to be used to make forge fuel.

Toad also seems to have a real hate for elves that brings a dwarfy tear to my eye. As the patrol continued, a bowelf blew the cover of his squad when he took a shot at us.



Came at us just as the sun was going down, and gods is this getting old fast. Don't the bugs have any better strategies? Or how about goblins, or... Bugbears. Or even freakin' chaos dwarves! I'm just really getting sick of xelics.

When the arrow hit Toad's shield, she shouted they'd have to do better than that to get by her shield, which she had apparently given a name.



I got the elf leading that group, though one macebug escaped. Good. The little bastard will spread word of what awaits all of the bugs who come here. That should do a good job of sowing fear in their ranks.

18th Timber, 230

We've been making regular patrols into the woods looking for bugs when we came across our fellows from the merchant guilds back home late tonight. We welcomed them to our holdings and told them we'd escort the liaison to the fortress proper. I directed Ferro and Toad (who were pretty hopped up on sugar filled rolls,) to continue the patrol while Dreamerghost and I went in to get some sleep and drink (neither of us had been very awake anyway at the time.)

20th Timber, 230

A bunch of dead bugbears were found around our early warning traps. Refreshing honestly.



[All the hides there are dead bugbears. Nice change of pace from constant xelic attacks honestly. Also this mod needs it's own sprites for a lot of these races.]

One even managed to slip in the east gate, not that it did him much good. Between the vamarii and the home caravan he got trounced pretty roundly. Maskwolf went out to check for any others and found one badly injured one that he mercy killed; poor thing was missing a leg, both arms were broken, and it's guts were hanging out according to him.

25th Timber, 230

Titus was acting pretty strange this morning, went babbling about something I couldn't understand into a carpentry workshop and haven't heard a thing about it since, other than he was gathering materials for something.

3rd Moonstone, 230



I uh... well, I was told Titus finished his thingy, and I... Uh.... Hrm. Not sure on this one...

13th Moonstone, 230

Nuri said that our fabric supplies could do with supplementing. I asked what she was getting at and she proposed three things.

- 1. Finally digging into the caverns proper and harvesting silk. Lots of silk.*
- 2. Building a dedicated silk manufacturing center, staffed by dwarves who aren't shy of the underground wilderness, to collect, weave, and craft it.*
- And 3. Forming two squads of brave dwarves willing to stand against whatever terrors may lurk down there, 1 for melee to deal with general threat, and one of marksdwarves armed tih those heavy crossbows to deal with things that are too dangerous for the rest of us to face for a variety of reasons (webs, fire, or dust for example.)*

I thought it over, and decided that we've hidden from whatever's in there for far too long, and agreed to most of the plan. I say most because the wolverines have absolutely devoured the training ammo we do manage to produce, in spite of the massive stock we had before. I'm not sure if we can afford to employ another squad of marksdwarves.

Then Selore of all people told me why not "Have warriors throw spears at what lurks below." I was going to tell her that was stupid, when I remembered that our forgemasters knew the secrets of axes perfectly balanced for throwing! While they certainly lack the penetrating damage of what she was talking about (javelins I think they're called,) we can easily supply training ammo for them, provided lumber imports remain high.

Hell, that reminded me we could just as easily produce wooden bolts for those arbalest things as well, with the density of the wood making them excellent fro crushing skulls and bones at a distance! I've already had the miners begin onaccess to the caverns: it starts here, in the residential area, and with the large supply of blocks we've built back up, we can bridge the way across to that solid outcrop of rock, and build the weavery in there! And hell, while we're at it we could even build a sort of... I dunno, gemworker area as well!

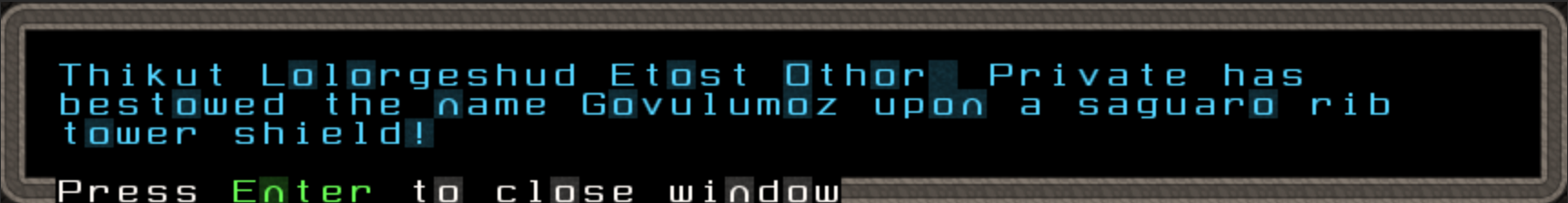


[The initial access]

16th Opal, 230

Along with the odd mosquito tribal, we've been finding a lot of dead bugbears and xelics in the traps this month. Doesn't exactly bode well for winter trade season, but if it means bugbears, then I welcome it because that means something that isn't a godsdamned beetle-man.

24th Opal, 230



Thikut named his shield, though it's rather odd considering how well it's served him. "The Untrustworthy Rampage." Strange, but it's not my place to judge names of weapons.

11th obsidian, 230

Work on the weavery and cavern barracks is going well; stopped in on the workers and everything's already been smoothed out and cloth is getting moved down. Barracks will be finished by the end of the year.

12th Obsidian, 230



Bugbears, came bellowing challenges to face them. So we went out to oblige them. Poor bastards didn't know who they were messing with.



But, while we were running down the stragglers (one of which Ferro was busy carving up like a roasted yak,) the god damn bugs tried to jump us.



The battle went as you'd expect for them. Left a puddle of dead bug there, and obviously that ambush means we need to head out on patrol.

So, we has another update! Been asleep a good chunk of this afternoon, and didn't wanna post an update this morning because it seems so... Lacking. While doing stuff for the drawing below, I noticed all of our male soldiers have the same beard and 'stache style, barring the odd addition of neatly combed sideburns. Never had that kind of consistency with facial hair before. We also have more named weapons and shields than we do actual mood artifacts.



See if you can guess who is who in the picture (Those depicted are Toad, Splint, Ferro, and Dreamerghost,) and enjoy the update guys!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Aseaheru** on **January 03, 2014, 09:02:01 pm**

Ooh... Art...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 03, 2014, 10:01:21 pm**

On one hand my dwarf is featured in an art piece, and pretty good one at that. On another hand, It kinda looks a bit out of place. Splint Thor and Toad are looking forward, towards the wiever, in a seemingly half circle patern. Dreamerghost is looking somewhere off to the side. Also, where other three have shields, my dwarf has a flask. It looks a bit funny (in a good way) as if there are three serious wariors of the fortress, and then there is this one, who goes out and kills shit in the fastest way possible so that he could go back and get wasted :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 03, 2014, 10:08:39 pm**

Actually check the pauldron of the 2nd from the left. And all of the do have shields, just the last one's shield wound up going off the canvas.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 03, 2014, 10:27:07 pm**

Wait, so I am second from the left? I had (foolishly) presumed (for some reason) thad dwarves were in same order as the names under the painting. That makes nuch more sense as I was writing about my dwarf as having a full helmet. And now that you mentioned it I noticed 4th shield. My drunken warior comment still stands, though.
On a more artsy tone, seeing the size of those beards, if thrird dwarf cramed his beard inside his armor to protect it in the heat of battle, that armor is realy roomy. Good work, whichichever my dwarf is. Go epic facial hair team.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 03, 2014, 10:42:53 pm**

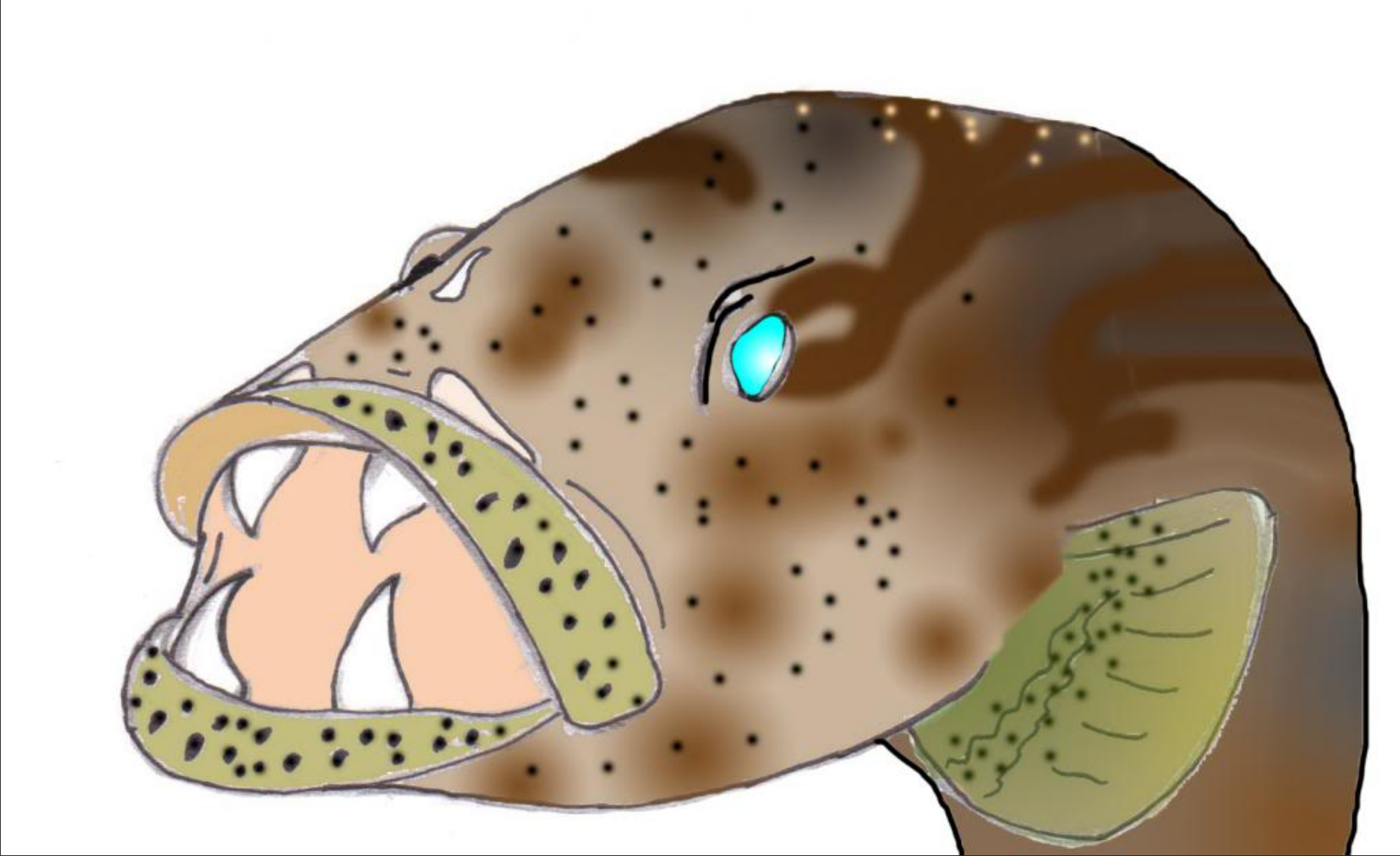
The one with no beard is Toad, the only female member of the cazadores (and thus the only one who'd be able to wear a great helm comfortably. Ferro is on the far right, and is the only one with unshaven sideburns in the squad, Splint is on the far left, as denoted by his colonel's bird on his pauldron, and Dreamerghost next to him, with his then 13 kills tallied on his.

For the curious, our fort's symbol is a giant grouper, and I can't draw fish for shit. The Gravel of Prisons, our great nation's symbol, is a dimple cup.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 04, 2014, 05:28:27 am**

I tried to make a picture of a giant grouper, but it turned out really weird... Of course, it doesn't have that large teeth in real life. But, you know, talking about local carps...

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Grouper.jpg.html>)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 04, 2014, 07:00:09 am**

Jury I present exhibit A. Even when drawn, they're an ugly fucking fish.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 04, 2014, 08:30:29 am**

It meanaces with spikes (in the mouth) of rage towards all living things.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 04, 2014, 01:16:05 pm**

Here's my rendition of Col. Splint. Angry Giant Grouper, which is depicted on one of his pauldrons, is a symbol of the fortress.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Splint.jpg.html>)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 04, 2014, 01:21:29 pm**

Very nice Lisard! Hell of a better grouper than what I did.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 06, 2014, 05:03:32 pm**

Hey guys, another update will likely be out tonight. In the meantime, here's some arts! May not be the most inspired things ever but it's something!



Xelic warrior with axe, two round shields and a kite shield. Probably off, but hey I tried.



Our Bookkeeper Solon taking stock of piles of cloth.

Title: **Re: Ozkakkurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 06, 2014, 05:39:08 pm**

Now consider, that creature similiar to one in the second pic bit off a head from shoulders of creature in the first pic and decide who are the real monsters here.

Title: **Re: Ozkakkurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 06, 2014, 06:27:56 pm**

14th Obsidian, 230

Patrolling the area turned out to be for the best. Found more xelics. I am so fucking sick of xelics... We spied them on the hill across from us just as they saw us, and one took a shot hoping to get a lucky hit in. And we were all pretty shocked that this group wasn't lead by an elf; guess we got pretty used to that.



| | | | | |
|-----------------------|--------|-------|-----------|---------|
| Asada Eyomeliceva | Violet | Xelc | Mrksbg | Invader |
| Delabocad Pakewchawup | Vlt | Xlc | Mrksbg | Invader |
| Xomlox Stratabebno | Violet | Xlc | Mrksbg | Invader |
| Ethik Ake | Violet | Xelic | Marksbug | Invader |
| Bag Tihazehlyzivus | Violet | Xlc | Mrksbg | Invader |
| Onuvanoo Efethooeo | Violet | Xlc | Mrksbg | Invader |
| Usale Ivowoo | Violet | Xelic | Hammerbug | Invader |

The frost giants arrived not long after, so I guess there's no hard feelings for what happened to the last caravan. We went down to them, sweeping the area along the way, and stumbled on another raiding party. This group had a human leading them, which was a bit of a surprise, but they crumpled all the same.



| | | | | |
|------------------------|--------|--------|---------|---------|
| Akoebe Epayniim | Violet | Xelic | Spearbg | Invader |
| Bigoye Bigoyebri | Violet | Xelic | Sperbg | Invader |
| Va Rathatapaashatholah | Vlt | Xlc | Sprbg | Invader |
| Baem Saohoshotoihiath | Vlt | Xlc | Sprbg | Invader |
| Perad Kiwanostsi | Human | Axeman | | Invader |

19th Obsidian, 230

9) The Enemy Is Upon Us!
A vile force of darkness has arrived!

| | | | | |
|-----------|--------------|-----------|---------------|---------|
| Asno | war | Cave | Crab | Invader |
| Stosbub | Snangstangdo | Goblin | Spearman | Invader |
| Utes | Cave | Crocodile | | Invader |
| Zolak | Olngoosta | Goblin | Spearman | Invader |
| Dostngosp | Cave | Crocodile | | Invader |
| Osta | Ngososlom | Goblin | Spearman | Invader |
| Atu | Giant | Olm | | Invader |
| Ngom | Snumnosnodub | Goblin | Spearman | Invader |
| Damsto | Giant | Toad | | Invader |
| Amxu | Nguslusesnum | Goblin | Spearman | Invader |
| Em | Cave | Crocodile | | Invader |
| Song | Olngosmusla | Goblin | Spearman | Invader |
| Bax | Giant | Olm | | Invader |
| Ago | Nordostngosp | Goblin | Spearman | Invader |
| Estrur | Giant | Toad | | Invader |
| Dang | Zoradusbu | Goblin | Spearman | Invader |
| Smunstu | Giant | Olm | | Invader |
| Zolak | Osmummato | Goblin | Spearman | Invader |
| Stasost | Giant | Toad | | Invader |
| Nguslu | Orarurar | Goblin | Elit Crssbwmn | Invader |
| Stosbub | Cave | Crocodile | | Invader |
| Zom | Bemmasnam | Goblin | Crossbowman | Invader |
| Amxu | Giant | Olm | | Invader |
| Kutsmob | Snangsmata | Goblin | Crossbowmn | Invader |
| Nguslu | Cave | Crocodile | | Invader |
| Snodub | Ozudobasp | Goblin | Crossbowman | Invader |
| Utes | Giant | Toad | | Invader |
| Osnun | Urarstuza | Goblin | Crossbowman | Invader |
| Dostngosp | Giant | Toad | | Invader |
| Aslot | Nakoesmen | Goblin | Crossbowman | Invader |
| Snodub | Giant | Toad | | Invader |
| Smunstu | Dotomnguslu | Goblin | Crossbwmn | Invader |
| Ngebzo | Giant | Olm | | Invader |
| Olingo | Kutsmobdoxon | Goblin | Crossbowmn | Invader |
| Stosbub | Giant | Olm | | Invader |
| Snamoz | Kutsmobrogux | Goblin | Crossbwmn | Invader |
| Song | Cave | Crocodile | | Invader |
| Snodub | Ogurslux | Goblin | Crossbowman | Invader |
| Utes | Cave | Crocodile | | Invader |
| Bax | Matolozasp | Goblin | Crossbowman | Invader |
| Gozru | Giant | Toad | | Invader |
| Strodno | Stoslonako | Goblin | Axe Lord | Invader |
| Ngebzo | Cave | Crocodile | | Invader |

Finally, something other than xelics to fight! I've sent the Hammerhead south to protect the hobgoblins. Sure they looked at me funny, but I told them I'd rather they not decide to come after us for letting their traders die. I took my squad and the ripperjacks to deal with the goblin rangers; there's more than enough trees and shrubbery to use as cover when we advance on them.

However, should worse come to worse (The bastards came packing quite a few good-sized mounts,) The Wolf Spiders, Goannas, and Wolverines will still be ready to defend the fortress.

20th Obsidian, 230

Well, the bulk of the mounts left me not able to contribute much to the fight. I spent most of the battle getting knocked on my ass constantly, culminating in Doren, Thikut, Dreamerghost, Toad, and Ferro coming to my rescue after both I and a goblin – mount included – went tumbling into a ditch.

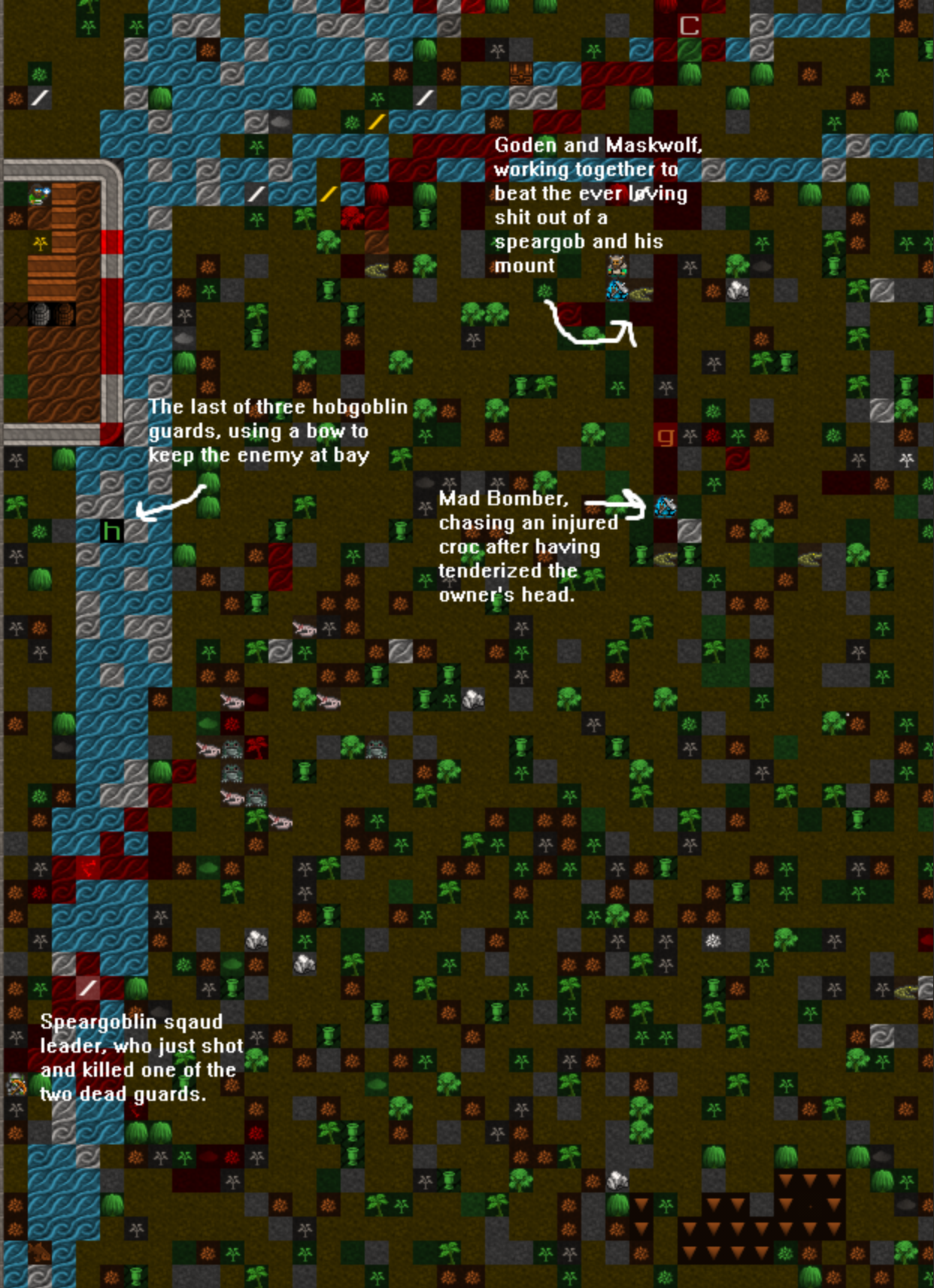


The flying ({{bronze bolt}}) misses The Colonel!
The Cave Crocodile misses The Colonel!
The Colonel blocks The flying ({{iron bolt}})!
The Cave Crocodile misses The Colonel!
The Colonel blocks The flying ({{wrought iron bolt}})!
The Colonel stands up
The Cave Crocodile charges at The Colonel!
The Cave Crocodile misses The Colonel!
The Cave Crocodile collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Cave Crocodile misses The Colonel!
The Cave Crocodile strikes at The Colonel but the shot is blocked!
The Colonel stands up
The Colonel is no longer stunned
The Cave Crocodile charges at The Colonel!
The Cave Crocodile misses The Colonel!
The Cave Crocodile collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Colonel scrambles away from The flying ({{bronze bolt}})!
The Colonel scrambles away from The flying ({{bronze bolt}})!
The Colonel blocks The flying ({{bronze bolt}})!
The Cave Crocodile misses The Colonel!
The Cave Crocodile misses The Colonel!
The Colonel blocks The flying ({{iron bolt}})!
The Colonel stands up
The Cave Crocodile charges at The Colonel!
The Cave Crocodile misses The Colonel!
The Cave Crocodile collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Colonel blocks The flying ({{wrought iron bolt}})!
The Giant Olm misses The Colonel!
The Cave Crocodile misses The Colonel!
The Colonel stands up
The Cave Crocodile charges at The Colonel!
The Cave Crocodile misses The Colonel!
The Cave Crocodile collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Colonel blocks The flying ({{bronze bolt}})!
The Cave Crocodile attacks The Colonel but He rolls away!
The Colonel stands up
The Cave Crocodile charges at The Colonel!
The Cave Crocodile misses The Colonel!
The Cave Crocodile collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Cave Crocodile attacks The Colonel but He scrambles away!
The Colonel blocks The flying ({{bronze bolt}})!
The Colonel blocks The flying ({{iron bolt}})!
The Cave Crocodile strikes at The Colonel but the shot is blocked!
The Colonel stands up
The Colonel is no longer stunned
The Colonel jumps away from The flying ({{wrought iron bolt}})!
The flying ({{wrought iron bolt}}) misses The Colonel!
The Colonel jumps away from The flying ({{bronze bolt}})!
The Cave Crocodile misses The Colonel!

[This is pretty much a summery of three pages of Splint fighting. He got the odd hit in, taking off a limb or two and killing one goblin but was otherwise getting knocked on his ass constantly by that stupid crocodile.]

Dragonfly meanwhile, had somehow managed to get in behind the enemy and had killed two goblins and chopped off their sergeant's foot.

Maskwolf's account of the fight to the south was one that went from goblins, full of confidence for besting some of their more noble cousins, to one of a complete rout after several goblins found themselves on the business end of the Hammerheads' warhammers and a hobgoblin's bow.



[By this point a lot of goblins were actually tripping over eachother and just trying to get away from the hammerdwarves, or their mounts had blacked out thanks to the hobgoblin archer.]

I sent everyone but my squad back to the barracks, and we stumbled on a number of cave crabs that hadn't gotten the memo that all their goblin masters (or nearly all of them,) were dead. We went ahead and mowed them down as they cam at Toad and I, and the siege was officially lifted by the end.

| | | | | |
|---------|-----|------|------|----------|
| Ngoso | war | Cave | Crab | Deceased |
| Snamoz | war | Cave | Crab | Deceased |
| Amxu | war | Cave | Crab | Deceased |
| Nako | war | Cave | Crab | Deceased |
| Asno | war | Cave | Crab | Deceased |
| Ngokang | war | Cave | Crab | Deceased |

All in all, the battle went well, the constantly getting bowled over aside.

23rd Obsidian, 230

Been discussing matters of the enemy mounts after sieges with the butchers and cooks. They find the amount of food, scale, and skin that ends up rotting to be a waste of good food and leather. Personally I don't give a shit one way or another, since our surprisingly skilled field hands are putting out impressive yields of that overland grass and can easily turn that into cloth reed or cotton output. The workers are bringing in the goblins' shields and such now so we can buy enough leather and whatnot to keep up with the milling demands. Food storage is also getting a slight expansion.

Nuri also took initiative and has the miners leveling off the cave to roof level with the barracks and getting it shaped into looking something more dwarf-made.

1st Granite, 231

A new year has finally arrived, and with it reduced fears of attack among the general populous. And frankly I'm inclined to agree. It seems we're never bothered unless it's caravan season, and Dreamerghost told me he thinks that these fools who keep assailing us are no common brigands. Some, like Thikut, Sgt. Doren, and Goden think the same, but the rest of us are honestly thinking that the timing of attacks says otherwise. The bugs, chaos dwarves, and even bugbears and goblins have all only attacked when the caravans have either arrived, or when they were going to arrive.

Anyway, I told Nuri to stop helping and she seemed offended. Told her she could keep doing her beekeeping, but otherwise leave any work that needs doing to someone else so she'll finally finish the meetings with the liaison from the mountainhall and the Vamari trade representative.

5th Granite, 231

Finally almost to the caverngrounds proper, so I had the engineers start laying snare traps to capture anything that blunders up out of the lake. Who know, maybe we'll be the first Asen Ram settlement to succeed in elk bird or cave crocodile domestication!

10th Granite, 231

A presser named Datan was reported violently throwing someone tasked with carving training ammo out of a crafts shop and threatening

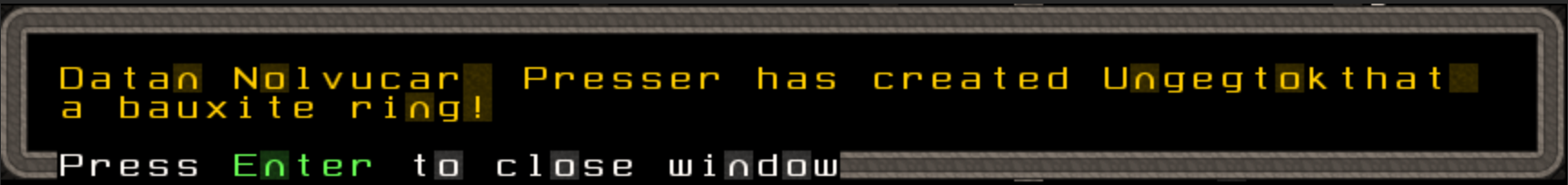
to punch their eyes. Took some bauxite, leather, wool cloth, some kind of rough gem, and some wood and started working.

19th Granite, 231

Pyrope has enlisted with the Hammerheads. He said he wanted to be somewhere where a strong young dwarf like him could best put his brawn to use without worrying about cave-ins, cavern denizens, or getting yelled at by the forgemasters or Titus for sloppy work.

27th Granite, 231

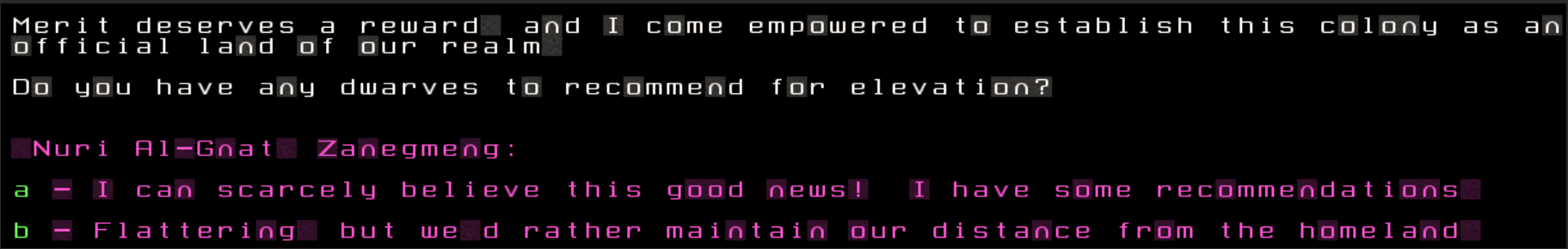
He looked famished and exhausted, but the presser finally finished his trinket.



May well need to build a vault to hold all these junk items.... Or maybe I can threw them outside and hope a kobold finds them...

2nd Slate, 231

Zacen's finally getting the promotion she's been elected to get.



When the liaison leaves, it'll be official.

10th Slate, 231

The miners were a touch overzealous in shaving down the rock of the cave and accidentally left an area open. The masons are already rushing to seal it up and after that they'll be putting more of that othroclase to use flooring over the new mount processing center.

11th Slate, 231

→Ozkakurrith and the surrounding lands have been made a barony.

It's official. The liaison has departed and Carryscar can now call itself a barony! And on that note, Zacen's already taken care of in all regards thanks to prior preparation. She and the other miners have also decided to pitch in with the processing center and help build the floors.

I've also been told by Tiger that they need skylights in the Wolverines' barracks. Did the math and we'll need around 40 panes of glass to put in in place of the natural ceiling. Heat shouldn't be too much of an issue, since it's usually overcast around here. Just seems to be really unpleasant outside most of the time on its own.

1st Felsite, 231

The clothiers have been doing very well, churning out masterpeice after masterpiece in record time! Many have been complaining about having old and beaten clothing, and attire made so... Well, perfect, is really a boon to fortress morale!

On top of that, our cooks have grown very accustomed to working with such exotic ingredients, which is also great for everyone, as the resultant rolls and such are truly decadent!

5th Felstie, 231

Dezz commissioned the miners to dig out a large chamber for something. I didn't press, and just had Selore keep an eye on things, ask questions, that sort of thing.

12th Felsite, 231

Apparently the alchemical facilities are being moved into that chamber. Turns out the bauxite we have around the place contains compounds needed to make elemental metals and metalcrystals. Also sighted high elves, so chances are we're due of an attack. Locked the doors to the processing center just in case.

15th Felsite, 231

The unthinkable has happened: A caravan arrived without being molested by xelics! This is seriously surprising. Usually by now at least a few of their guards would be dead and we'd be out there running mop-up.

-

Well, spoke too soon. Nuri's hive wardens reported a xelic sighting, evidently they're attacking the wood elves. No big loss really, since if they die we can loot the cloth and if they bugger off then that just means more stuff to sell to the high elves and others. I had Toad run over and let Thor know his squad can have this round.



| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Oh | i | h | a | m | a | a | A | w | a | s | i | a | a | l | o | h | w | r | | V | l | t | X | l | c | B | w | b | g | I | n | v | a | d | e | r | | | |
| A | c | i | m | e | m | a | j | e | E | s | h | a | x | a | k | a | k | e | | V | i | o | l | e | t | X | l | c | B | w | b | g | I | n | v | a | d | e | r |
| I | w | e | t | h | i | M | u | y | a | c | o | m | o | | V | i | o | l | e | t | X | e | l | i | c | B | o | w | b | u | g | I | n | v | a | d | e | r | |
| R | o | f | o | b | o | p | u | O | h | o | n | a | b | a | h | a | d | o | r | a | a | | V | l | t | X | l | c | B | w | b | g | I | n | v | a | d | e | r |
| A | p | | S | o | a | r | e | u | o | y | u | u | l | | S | i | l | v | e | r | | X | e | l | i | c | A | x | e | b | u | g | I | n | v | a | d | e | r |

-

It's getting late in the day. Thor's sent Goden up with a report, having found four dead horses, a dead beetle, three dead elves and one that was grievously injured. Ah well.

23rd Felsite, 231

A snatcher got in though the processing center, chaos dwarf.



Pyrope and Ownedochre were right there though, and the beetle leapt right on the intruder and tore her apart before anyone could react, but not before the bitch had already injured a butcher, Skazul Heallashes. Parson says he'll never walk unaided again, but better that than dead. I've given word to Lizard to begin full-time training of her hoplites, mainly so we'll have someone constantly watching that approach.

25th Felsite, 231

Just sat down for a meal, figured I'd take stock of things an-



Sounds like another ambush. This is getting to be a real chore, dealing with intruders. But still, it's just that, a chore. And practiced hands make for short work.

Updaaaaaaaate! So, we're doing fairly well, all things considered. Although that may be about to change since that butcher's right in the midst of a bunch of chaos axedwarves. Gonna expand honey production, and pasture all our war animals outside the processing center to keep watch for chaos dwarves and such. Weavery and cavern barracks are finished, a large alchemical lab is under construction, the cave's been shaved, and some elves died!

All in all, so far so good! Glad to see something other than xelics attacking us too; god am I sick of xelics.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 06, 2014, 09:36:45 pm**

Glad to see things are going well.

Pretty good rendition of a Violet Xelic. I imagine them a little more stocky than that, but...eh, still good!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 12, 2014, 08:52:07 am**

I'm not sure if it is still active, but... Here's a picture of another Cazadors member, Toad.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Cazador.jpg.html>)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 12, 2014, 09:20:30 am**

Oh I'm still gonna update, don't you worry. Just been going off my rocker again with Mount and Blade Warband. And excellent little bit of art there! :D

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 12, 2014, 09:24:15 am**

Mount and blade warband? I saw some let's play videos on a certain youtube channel and it looked pretty good. Does it run well on win7?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 12, 2014, 09:26:37 am**

It should, since it ran good on XP and Vista for me and seems to continue running great on Windows 8 (it was the only OS they had a physical copy of so don't judge. I like being able to return merchandise if I get fucked.)

Strongly recommend the mod Prophecy of Pendor.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 12, 2014, 09:27:59 am**

Quote from: Splint on January 12, 2014, 09:20:30 am

And excellent little bit of art there! :D

Thank you kindly, sir. :)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 12, 2014, 09:44:14 am**

Think nothing of it! I thought it was really good and I love audience participation! Makes that evil gnome living in my tiny charcoal briquette of heart all warm and fuzzy inside.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 13, 2014, 03:40:41 pm**

Alright guys, I wanna do something with gold. Lots of gold. Either we'll need to import it or look around the caverns for it. Problem is, I dunno what to do and gold stuff for all is out of the question due to the presence of nobility. Gonna put up a new poll. Also, be on the lookout for an update sometime tonight!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 13, 2014, 04:09:10 pm**

I volunteer for exploring the caverns. Totally not to steal gems from cavern walls for myself. Not at all.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 13, 2014, 04:17:06 pm**

Quote from: DreamerGhost on January 13, 2014, 04:09:10 pm

I volunteer for exploring the caverns. Totally not to steal gems from cavern walls for myself. Not at all.

Kind of you to volunteer but we'll be assembling a squad for that sort of thing.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 13, 2014, 04:38:33 pm**

Since my dorf is a "Merchant", thought I'd throw in this little gem.

Spoiler (click to show/hide)
Mercantile Record

...

I've been a-hearing rumours of a dwarf named "Ghost" planning on hoarding fortress resources. His name may be Ghost, but I'll make sure the boss hears of this!

...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 14, 2014, 07:55:50 pm**

Wow, the bank is proving to be surprisingly popular! Guess I should start making plans for it...

Sorry about no update last night guys, decided to take a breather and play some warband and when I actually looked over my update it was painfully small. Also, does anyone have any ideas for treating the Goannas' cave adaptation? Some of the newer Hammerheads are slowly adjusting but I'm worried about our speardwarves when I do deign to deploy them in a proper battle being nauseated. Perhaps expansion on the surface? Enlarging the outer defenses in some manner?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 14, 2014, 08:51:40 pm**

We have four paths, each with it's perilous twists and turns:

- Move to the surface
- Move underground (Cavern?)
- Colonize Hell
- Suck it up

All have their !!Fun!! bits and Elvish bits, but a choice must be made. Else the world be lost to the pointy eared gits.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 15, 2014, 01:02:24 am**

Quote from: Splint on January 14, 2014, 07:55:50 pm

Wow, the bank is proving to be surprisingly popular! Guess I should start making plans for it...

Sorry about no update last night guys, decided to take a breather and play some warband and when I actually looked over my update it was painfully small. Also, does anyone have any ideas for treating the Goannas' cave adaptation? Some of the newer Hammerheads are slowly adjusting but I'm worried about our speardwarves when I do deign to deploy them in a proper battle being nauseated. Perhaps expansion on the surface? Enlarging the outer defenses in some manner?

Just let them patrol the grounds right next to the entrance. If someone attacks, they will be hold the enemy until other squads enter the battle.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 15, 2014, 02:28:27 am**

Well, I finally finished reading Gemclod and I must say if anyone reading this hasn't please do so. One hell of a fine read, and I can only hope Carryscar can go down in such an outstandingly violent manner! Also,this particular track keeps making me envision some grand final stand between a bunch of untrained scared citizens covering an escape of refugees into the caverns and a fuck-all size group of chaos dwarves.

[http://gemclod.goondorfs.net/Music/\[tindeck.com\]%20-%20Sirocco%20-%20Yeol%20I%20-%20Emperor%20of%20Fuck%20All.mp3](http://gemclod.goondorfs.net/Music/[tindeck.com]%20-%20Sirocco%20-%20Yeol%20I%20-%20Emperor%20of%20Fuck%20All.mp3) - You'll have to copy-paste the whole thing. That one bracketed part of the address fucked up the link otherwise.

I'm still chugging away at making a good update. I'm getting a bit frustrated, since it seems we get almost nothing interesting despite the blatantly open way to the caverns, mountains of wealth both made and shoved onto wagons for export, and a population in the triple digits, and since it seems the one time I actually want migrants (To fill out the Cave Dragon and Bugbat squads to explore the caverns and search for ores,) they aren't showing up because "Oh, a bunch of dwarves died so *now* we'll obey the pop cap!"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 15, 2014, 04:38:14 pm**

I thought one could raise the population cap mid game, with only the minor annoyance of having to save and reload?

Also, addition:

Spoiler (click to show/hide)
Mercantile Record

Splint refuses to explore the caverns and exploit it's riches until we have 'more dwarfpower'. Armok knows when that'll be! That man will make a Begger of this Fortress, if he doesn't kill us first. At least we aren't drowning in bloody mugs...

Sorry, couldn't resist that last line. :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 15, 2014, 04:59:12 pm**

Well, we aren't drowning, but we do export a handful of the better ones every few caravans.

That reminds me, need to add your mercantile record to the community contributions after I get the next update out. Possibly tonight! No promises though after last time.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **zacen299** on **January 16, 2014, 03:25:14 am**

Wait I haven't even been here and you made Zacen Baron? Damn she must be easy as all hell to please and or gives good demands. Need to stop being distracted by a combo of Sword of the Stars, Rome Total War, XCOM Enemy Unknown, Ratchet and Clank and Okami and write journals BUT IT'S SO DAMN HARD! (Also yes I'm aware two of those games are notorious time wasters.) I'd play Civ 4 but I don't have space on this comp for it right now. Along with M&B Warband if this comp could run it. The problem is that I love turning up the battle cap to have like 10000 guys onscreen at once. My old comp could do it but I'm not so sure of this one. Also for mods the best for improving the vanilla game is Floris's mod pack. (If I'm remembering the name correctly)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 16, 2014, 02:56:09 pm**

Hey guys, just wanna let you know (as I'm on my phone right now) that no updates will be forthcoming for a possibly long while. My computer's power supply died and I don't have the money to get a replacement. Just wanted to let you guys know so it wouldn't look like

I dropped off the face of the earth.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 16, 2014, 05:02:17 pm**

That sucks. Good luck, man!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 16, 2014, 05:29:27 pm**

Ouch... Good luck with that.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 17, 2014, 12:48:23 am**

Damn, sucks to be you. But it could had been worse, it could had been your hard drive. Happened to me twice. I do backups nowadays.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 17, 2014, 05:38:18 pm**

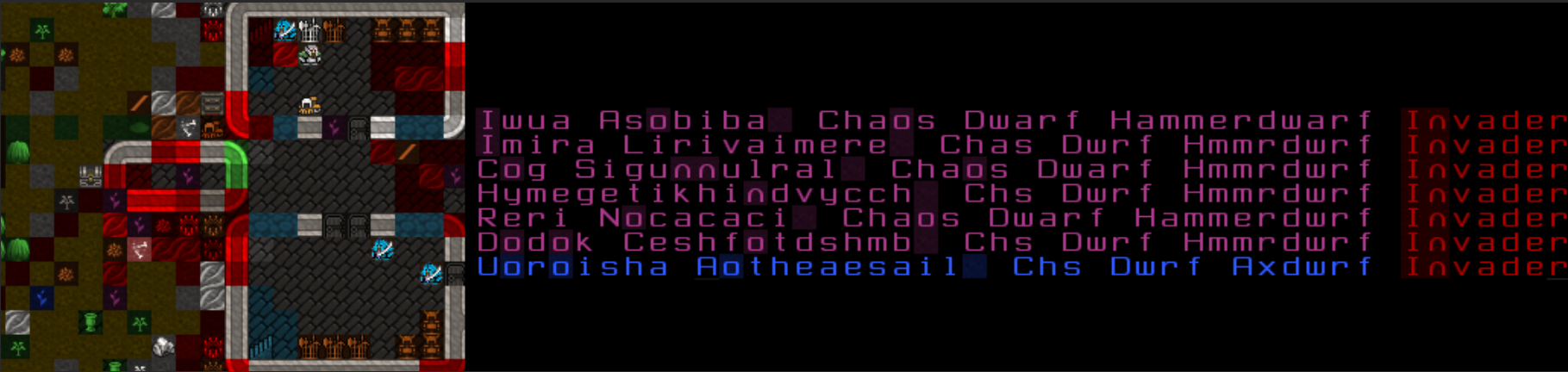
I've brought it in so with luck I'll be back in action by next week. It appears that there may just be some loose cables but it'll be a day or two before the techs can get to it. On the upside, the power supply doesn't seem to have completely crapped out!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 22, 2014, 09:00:58 pm**

26th Felsite, 231

Yesterday, one of the butchers sold his life making sure the chaos dwarves couldn't get through the one unlocked door, latching it and breaking the key off inside so they couldn't get in the processing center. Feb Dikerocks will be remembered as a hero, as his sacrifice undoubtedly saved many others from death or injury. The Wolf Spiders and Hammerheads met the enemy and left them in varying states of disassembly and tenderization, so aside from Feb's sacrifice to slow the enemy down all went well. I've sent them on patrol in the meanwhile, since where there's one raiding party there's likely a dozen more hiding somewhere.

And a group of chaos hammerdwarves tried to slip into the depot, but one fool decided to try and spy on the Ripperjacks. Lead chaos dwarf found himself pegged with an arrow from one of the high elven guards, and I heard shouting from the Ripperjack barracks and pretty sure I saw a severed foot hit one of the windows.



The flying (verdant bronze arrow) strikes The Chaos Dwarf Hammerdwarf in the head, bruising the muscle, fracturing the skull and bruising the brain through the (shimmersteel chain coif)!
→The Chaos Dwarf Hammerdwarf has been stunned!

It was over pretty quickly, and apparently their sergeant tried to go after one of the Wolf Spiders (which as you may have guessed my dear journal, went rather poorly for him.)

28th Felsite, 231

Figured out that we can still use a ditch to throw everything without the risk of people falling in and hurting themselves like last time. Just build a platform where workers can safely chuck the corpses and garbage in! So simple! It was actually Maskwolf and Dreamerghost who suggested it. They seem to both think it was some kind of engineered accident on the part of the bugs or chaos dwarves, which for all I know is true, but it seems a little far fetched. They're probably just paranoid because of the past few incursions.

12th Hematite, 231

Construction of the alchemical facilities is going more or less well, as is stocking it with the various stones and tools needed. I personally want to see if we can get some of that blazing incindium stuff for the cavern guards. Ferro also named his shield; good for him, though his incessant repainting, oiling, and rust removal during our off time gave him away as having become very attached to it.



We've also put it to a vote and decided we should look for gold and purchase as much as we can next year from whomever we can, not just to create wealth, but to make a nice flagrant display of it! None of us are sure what exactly though, since we've got a half flux-stone citadel/barracks already...

21st Hematite, 231

One of the forgemasters was acting funny and took over the public forge today, gathering a bunch of bismuth bronze we had, some cloth, bones, and leather, and a couple unused gems and set to work on... Well, something. Probably something useless.

24th Hematite, 231

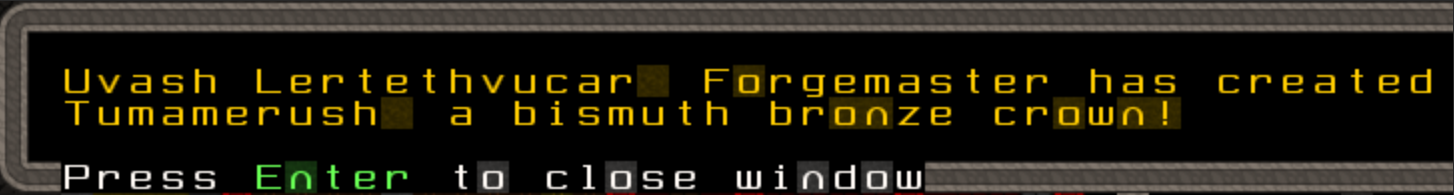
Another kid's come of age, and a snatcher made a pass at Levin. Right where the hammerheads could see. Maskwalf didn't leave much aside from a lumpy bag of meat with a hat on it that used to be a chaos dwarf. Guess he takes snatchers bit more seriously than the rest of us, since he's the only one of the entire milita with any children (which isn't odd, considering much of our troops are barely more than children themselves.)

28th Hematite, 231

Battlefield cleanup/salvage is still going smoothly, if slowly, but now some idiot went and got himself hurt. A woodcutter went down into the dump to sift through the chaos dwarves' belongings for a giant cave spider silk robe and caught a piece of debris to the leg, which chipped it. Nothing permanent though and I made sure to put up a sign that says "No Searching for goods during salvage operations" and forbade everyone from picking through that crap unless we need to sift out the shields and useful gubbins for traps and trade.

4th Malachite, 231

Can someone besides Anvil make something useful?



It was a fucking crown. A CROWN. Why not a sword, or a door, or... I dunno, a hatch cover or something? You know, something that isn't a worthless bauble fit only for pitching outside the barracks and hoping a kobold nabs it?

6th Malachite, 231

Seems we caught a giant olm today journal. Dunno what to do with it but I had Nuri take care of storage of both it and many other cages. For a woman obsessed with bees she's got a good head for this mayoral stuff. Some additional hives are being installed as well, kind of as a thank you to her for keeping the post of mayor for so long.

Lizard also told me about two glaring security flaws: The weavery and cavern barracks, as well as the hospital. I was confused as to what she meant but she said she'd gone down to the wells to wash up (that snatcher Ownedochre tore apart bled on everything,) and she realized while crocodiles and olms can't get in, anything with wings – including various horrors like the starling we faced years ago – can. As such I sent Selore down with a message to have gates installed at once; in the event of such a thing rearing its ugly head, we'll be able to seal up so that we may better assess what sort of threat it is.

9th Malachite, 231

Pyrope is slowly adjusting to being out in the sun. It's good that he is, since being a soldier means he'll need to get used to it. But this also has me concerned about the Goannas. While the Wolverines will be eventually getting a clear glass roof over their heads to help them adjust to long periods outside, the Goannas won't really be able to receive such an aid.

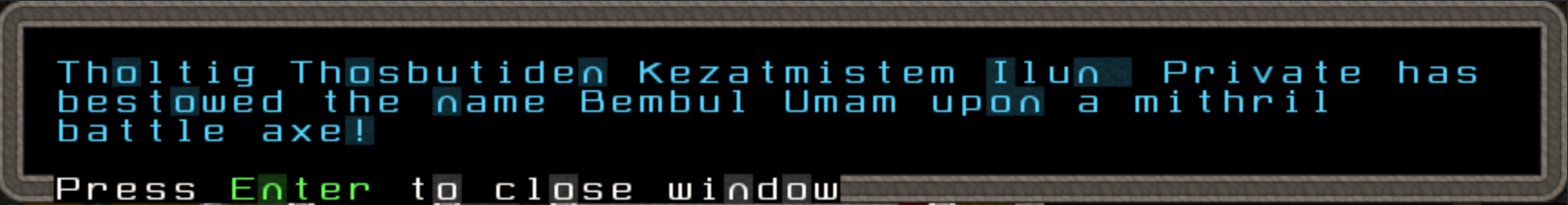
18th Malachite, 231

Another chaos dwarf kidnapper was spotted and took a swipe at Talonis while she was carrying a pile of old clothes left by the leatherworker's to the refuse ditch. She's unhurt, and Dragonfly being as quick as ever, ran down the fool and carved him up like a plump helmet and pig tallow roast. I ordered the remains thrown in the ditch immediately; I'm tired of the dead cluttering up our yard.

4th Galena, 231

One of the axelords has named their weapon! Also the sheer amount of old clothing that's being bundled up and thrown in the ditch disturbs me greatly. Plus there's piles upon piles of remains the butchers won't touch, and those are going in too; hell, if it weren't for it being late summer (and thus, soon to be ambush season,) I'd have the rest of the schist and orthoclase thrown into the ditch too.

12th galena, 231



Another named axe. Good for Tholtig. Pretty sure we have more shields and weapons in our "artifact" roster than actual artifacts, if you don't count The Celebrated Soul.

15th Galena, 231



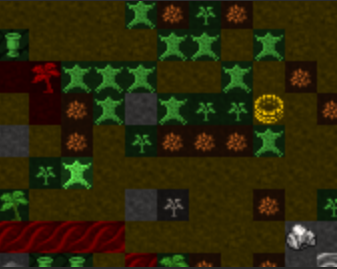
Amas-fucking-DAMN IT. I had told everyone to undergo battlefield salvage and just toss everything into the ditch to get sorted later when a caravan comes and these assholes come barging in, all shouting and shit demanding we face them and all that happy bullshit. Ordinarily I'd welcome these pricks. I really would journal. Because bugbears are a refreshing change of pace from constant xelic raids. But I'm sick and fucking tired of these assholes showin' up and cluttering up my fucking lawn!

I've ordered the mount processing center locked; if those idiots try to break the door down they'll only get a bunch of shit mounted on springing metal arms whipping out to beat, shoot, cut, or stab them.

The soldiers of Carryscar's four main squads had assembled in the courtyard for their orders, waiting for the Colonel to come out of the Cazador barracks. When he did, it made many jump slightly, as he barged out pushing the double doors open. "Alright everyone, I took a look from atop the barracks. Doren." He then pointed to the Sergeant and his considerably younger squadmates.

"Colonel?"

"Your squad is with mine. There's a squad of enemy marksmen to the northeast. They're the biggest threat so we'll deal with them. No heroics, I just want them dead."



"Of course sir." Doren nodded and motioned for his squadmates to stand over with the Cazadores.

He then pointed to the Hammerhead and Wolf Spider Sergeants. "Thor, Oddom."

“Yeah?” The former Armorer said, hefting Roth Dan, Odom only managing a “Sir?” Splint seemed... Abnormally irritable.

“Mace and axemen to the northwest. Make sure those oversized furball fucks are either pounded into slop in their skin or otherwise cut apart.” Splint finished by nodding and turning to his own group, who all drew their swords after he did.



“You can count on us.” Thor said with a salute.

“I know I can. And anyone who dies gets their alcohol intake halved.” The groups split, some actually getting a good chuckle from the joke. As if any of them would get killed out there fighting a bunch of barbarians.

16th Galena, 231

Fight got pretty ugly yesterday for the furballs. Caught me on a bad day and I'm still grouchy. Their marksmen spent more time hitting trees or dirt than anything and what actually came at us we could either dodge or just block. From the report, the other two groups got shown what it's like to be on the receiving end of proper dwarven beating sticks and choppy things too.

From what I understand none of the enemy officers survived and my own count has only four enemy marksmen surviving and Thor says only one maceman escaped. Taking all bets that something stupid is about to attack us now though. But, since we appear to have dealt with the seasonal attack, I sent word down to begin renewed salvage operations, starting with the bugbears to the northwest. The dead marksmen can wait.

Bleh, stupid furballs just had to go cluttering up the fortress grounds again.

21st Galena, 231

Seems that we didn't miss the seasonal caravans. I told them we'd be able to get to them shortly, just having to clean up the piles of remains.

-

| | | | |
|---------|------------|-----------------|---------|
| Ngokang | Urarron | Goblin Pikeman | Invader |
| Snodub | Sadusbu | Goblin Pikeman | Invader |
| Olngo | Ngosoosnun | Goblin Pikeman | Invader |
| Bosa | Amxustosmu | Goblin Pikeman | Invader |
| Strodno | Ngureuksos | Goblin Spearman | Invader |



Evidently the goblins wanted to play too after the silvers showed up. Alath, one of our leatherworkers, was absolutely distraught over the death of his precious cavy boar, but the hammerheads not only killed all but two, they also found a second ambush party.

| | | | |
|---------|---------------|----------------|---------|
| Tode | Nguslubax | Goblin Maceman | Invader |
| Arstruk | Nornako | Goblin Maceman | Invader |
| Tode | Ngerxungustra | Goblin Maceman | Invader |
| Olngo | Ngomstasost | Goblin Maceman | Invader |
| Amxu | Osnauksos | Goblin Axeman | Invader |



Evidently seeing a bunch of their buddies get bludgeoned to death wasn't enough of a deterrent for the little shits. Apparently Maskwolf didn't even care and headed back for the barracks at a leisurely walk. Mad Bomber joined him and Pyrope back in the barracks after he beat one of the macegoblins to death. Goden took down one as well and Thor got one of the macegobs and according to Goden...



Apparently Thor's desire to beat enemy officers to death is great. Chased that poor bastard to our territory's border and pounded him into a fine paste. Also Talonis tells me that negotiations for bolts of cloth and cheese to keep our clothing and fine meal industry running smoothly were going well until she tried to sell a couple suits of oversized leather armor to the xelics.

Ithashuteaishetoshon: I see your low race still revels in death That poor gentle creature
Ithashuteaishetoshon is unwilling to trade

[Gentle my ass, the armor suits were made out of tiger and grizzly bear!]

And yet not five minutes before, they sold us fucking meat, fish, and leather. My gods, I never thought I'd say this but I actually think these assholes are bigger hypocrites than the wood elves. And that's honestly saying a lot.

28th Galena, 231

Well, the goblins are just about cleaned up, along with a few dead snatchers. The dead bugbears are probably gonna sit out there a few weeks more; Can't really be bothered to send anyone out.

11th Limestone, 231

Erush Nishdeduk Immastashok Private has bestowed the name Kekathtatek Konosakir upon a maple tower shield!
Press Enter to close window

One of Lizard's "hoplites" as she insists on calling them has given a name to her tower shield. It's a good thing, since named weaponry means soldier that can be depended on to protect the fortress no matter what. And the dry season is officially here, not that you can tell. I honestly wish it would rain again, y'know, wash away all the blood and crusty vomit that's sort of collected in the courtyard over the last few months. Can't even tell some of these windows are actually clear anymore either.

23rd Limestone, 231

Doren Febkubuk Ulingotung Sergeant has bestowed the name Usirerar upon a highwood tower shield!
Press Enter to close window

Doren finally gave into the trend and named his shield! It's a good thing really; a good shield is one of the few faithful companions you can count on to almost never let you down. Also I'm honestly deeply disturbed by the sheer amount of used clothing we have going into that ditch. I mean, I know there's a lot of dwarves here, but jeeze! I'm pretty sure I saw a pair of sandals in the main food storage that looked like they'd been gnawed on by rats! Good thing the clothiers are working from sun-up to sun-down every day to churn out fresh shoes and socks!

25th Limestone, 231

Nuri and Zacen finally finished with the High Elf guildsman and the first thing Zacen told the human one was to bring a lot of gold and silver ores, coal, and rum. Nuri made sure to mention bringing a good bit of wood and Dezz had them request some cinnabar for whatever inane plans that strange dwarf has.

hey gais, I herd u leik updates. All joking aside, here's another update! Was sitting on this when the rig crapped out, so dont mind any irritability in it! Many an attacker has met their end as per the norm, and at this rate I honestly think Maskwolf has a better chance of dying of old age than in combat. But, I've adjusted the population stuff so maybe he'll be able to get a couple more beardslings out (as he's getting up there in years; Nuri is too for that matter.) I'm also considering establishing a third squad once more migrants come and cycling out both the Hammerheads and Cazadors and having the Goannas and said new squad take their place for a while, so that the others can make some friends, get hitched, and ensure continuation of their family's badassery.

What do you guys think?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 22, 2014, 11:30:03 pm**

What do I think? I think the Silver Xelics messed with the wrong trader...hypocrites, indeed...

Spoiler (click to show/hide)
Merchantile Report- Galena

After we sacrificed all those soldiers to protect them, you'd think that the Silver Xelics would give us a little leeway. But *noooo*, they battened the hatches at the sight of a few fine quality pieces of leather clothing. Since when have grizzlies and tigers been considered "gentle creatures"? If they had ever said such a thing about wolves, I'd have turned *them* into chitin armour. Armok-damned hypocrites, trading animal byproduct then reprimanding us for doing the same.At least the elves have the excuse of having grown their wood through magical means, thus not having "harmed" any trees.

Well, at least we managed to resupply a few industries. I still think we should have seized their goods, but we aren't soldiers. We're merchants! We can't afford to piss them off yet... but when the time comes, *I* for one hope I am the one to pull the lever. Hehehe...

On a related note, what is the long term plan for those cockroaches?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 23, 2014, 12:22:11 am**

Not gonna lie, the sheer hypocrisy that got tossed in our faces there is making me seriously consider slaughtering every caravan they send from now on. They're just the good guy version of the damned bugs we've been fighting so what difference does it make? So long as we don't sic the Hammerheads on them they'll die plenty quick (as chitin is extremely resistant to blunt attacks for some reason.) Besides, I'm sure the kiddies would love silver chitin shoes! Although I gotta say I'm plenty sick of xelics as it is... I actually think they do in fact breed like fucking roaches. I guess it's time for a new poll!

The bank has won, even if just narrowly, so construction of The Gravel of Prsions' first national bank shall begin! When we have the refined gold and other precious metal to build it from that is. Also that entry gave me a good laugh, thank you Talonis! Speaking of which, have I missed anyone's journals or stories? I wanna make sure everything's up to date.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 23, 2014, 12:45:08 am**

Nice to see you back Splint. Wonder if there's a way to make water wash all the stuff from courtjard to the dich and filter it with grates.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 23, 2014, 01:00:20 am**

Quote from: DreamerGhost on January 23, 2014, 12:45:08 am
Nice to see you back Splint. Wonder if there's a way to make water wash all the stuff from courtyard to the ditch and filter it with grates.

Good to be back!

I'm sure there's a way I can at least clean away the slop so it's just clinging to the walls and windows instead of coating everything. The brook is right under the courtyard, and really with a good bit of masonry to direct the aftermath to the garbage ditch, a few dozen windmills for power, and some pumps it could easily be flooded. But I don't really feel like building a new depot to trade at in the meantime because it'd probably take a year to build, fill, and get pressurized enough to shoot into the ditch.

... I shouldn't be considering this right now, there's too much crap sitting in the depot and workshops for that...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 23, 2014, 09:05:53 am**

"Death to the overgrown cockroaches!"

Guess where I put my vote? :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 23, 2014, 01:14:49 pm**

Well, lore-wise the Silver Xelics are like that because all of their meat gathering is done in a humane manner with animals killed while sedated. Kind of like making sure all your food is kosher or something like that.

Not that I imagine dwarves think much of that attitude, of course.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 23, 2014, 02:01:13 pm**

Quote from: Mephansteras on January 23, 2014, 01:14:49 pm
Well, lore-wise the Silver Xelics are like that because all of their meat gathering is done in a humane manner with animals killed while sedated. Kind of like making sure all your food is kosher or something like that.
Not that I imagine dwarves think much of that attitude, of course.

Still, when you say "poor, gentle creature" when the armor was made out of large predators that have probably eaten some of them...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 23, 2014, 02:14:00 pm**

Heh. Yeah, the game could really use some variety in those statements, huh?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 23, 2014, 02:25:14 pm**

Yeah, because telling largely good trading partners to go screw over something so trivial and seemingly without explanation is a good way to get subsequent caravan visits shot.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 23, 2014, 02:26:49 pm**

Definitely looking forward to when Toady does an overhaul of the Fortress mode trading system and Caravans.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 23, 2014, 02:39:57 pm**

The thing is not about the enemy, actually. The real reason for starting a new conflict is Carryscar's military forces and it's commanders will. You see, although this fortress was intended to be a merchant outpost, the power is now in the hands of it's military. Sooner or later, Splint and his loyal officers will gain control over local civil authorities and lead the fortress to it's glory, conquering new lands and waging wars all around the continent.

It is called a "military coop", right?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 23, 2014, 02:54:18 pm**

"Military Coop"? ??? I think you mean 'Miltary *Coup*, in which case the merchants will eventually rise up against the military with the Wolf Acolyte by their side! :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 23, 2014, 02:56:35 pm**

It's spelled coup, but yes. However, I'm not one to start conflicts unless I have a damned good reason to do so, which in this case is basically having our head trader get spit in her eye over shit we didn't even produce ourselves and just wanted to get rid of but in a productive manner over simple destruction (or resolve to do so for a little added challenge in my vanilla copy.)

EDIT: DAMN YOU NINJA!

A meeting between Overseer and our local shapeshifter. What will happen?

Spoiler: Meeting (click to show/hide)

I reached doors that lead to Overseer’s office, and took a deep breath. I could hear Splint dictating and Selore writing down. Feather filled with ink running through parchment had a very specific sound for my ears. Hopefully, overseer won’t be in a very bad mood. While I was now a great warrior by all standards, and my full armor was of excellent craftdwarfship, Overseer was not a dwarf that I would like to piss off. He was still fearsome force in battle, although these days he kept biting off heads to a minimum. I pushed doors open and stepped in. “Overseer, I have heard some rumors about you going to raid next xelic caravan that comes along for the insult they put up last time.” Overseer Splint raised his head from the papers he was sifting through, stoped dictating for Selore and looked straight me in the eyes. It was a piercing gaze, and I had some minor trouble not looking away. “You sure do hear a lot. But it is not all lies, I was considering it.” I smiled, for I knew that most immediate danger had passed. “I might have something that would be of interest to you then” I said and extended my hand towards him. I was holding a scroll that I had crafted yesterday. It read as follows:

For Splint, overseer of fortress Ozkakurriith
Silver xelic merchants have been growing bolder and more powerful lately, and recently, these merchants managed to get some important members of the royal families on their side. While they were always firm about refusing any goods made from living beings, now they refuse to trade at the slightest mention of such things as leather or bone crafts, both being important exports for dwarven lands. I am lead to believe that this is happening because they want to increase their market for “clean” products of theirs. Unless they are discouraged soon, we can expect them to start acting like elves, and attacking those who make their living off leatherworking, bonecrafting or butchery. Your fortress is well defended and has many strong warriors, not all of dwarven settlements are so fortunate. Therefore, to direct xelic merchant’s attention away from our younger or less fortunate settlements, I order you to attack next xelic caravan that visits your fortress. Hopefully, a fierce show of power will discourage such behavior towards honest professions, and we will not need to alleviate this to a full scale conflict.

General Olun

Underneath the message was the signature of general Olun, looking same as those on official messages, similar like two raindrops.Overseer read the pharchment and lifted his eyes back to me. His eyes we now of a dwarf thinking and examining his possibilities. “I don’t ask you to use it; I don’t even ask to attack the xelic. But just in case you do, if there would be someone to start asking questions, it’s a fine thing to have been delivered by a mysterious dwarf in a messenger’s uniform.” Overseer looked at me intently, and then gave me a small nod. I turned around and left overseer to his thoughts. It was enough for today.

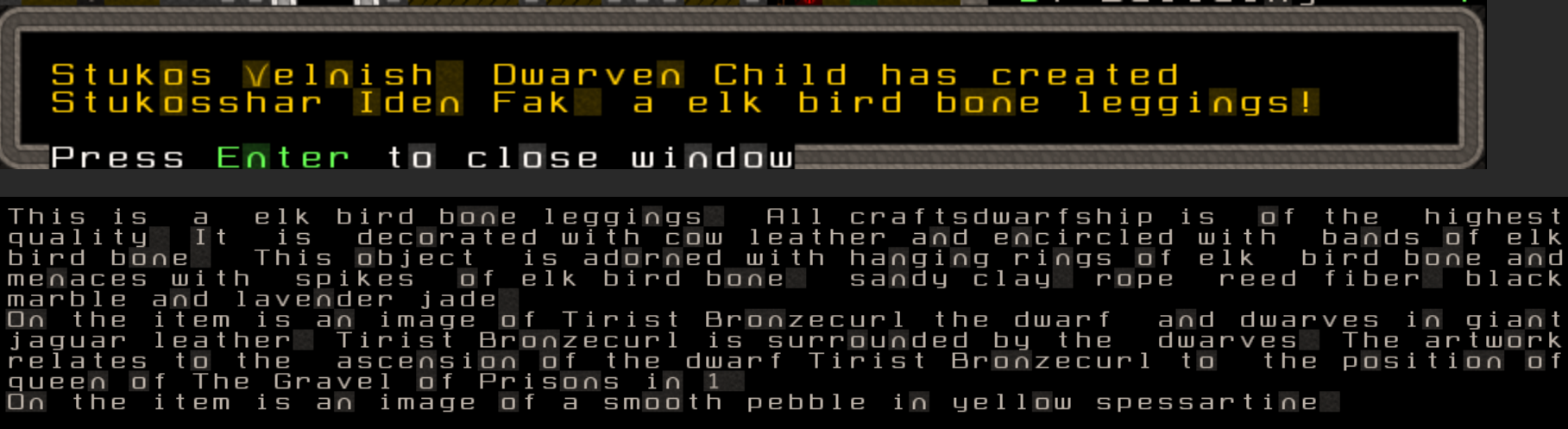
If you feel like your part in this should be changed Splint, message me and I'll do it.

That's... Actually a very well thought out reason for a fight. Concern over these self-righteous fucks refusing to trade with smaller, less fortunate settlements that have to rely on animal products to trade and them otherwise trying to outmaneuver and undermine domestic producers of such goods in the southern mountains... That would probably be more than enough reason to initiate hostilities (boosting demand for domestic goods to feed and clothe an army and barring import and even the presence of the silvers from Gravel lands... That gives me an idea for the next update. :D

Also you're dialogue has improved greatly. :)

Ok, so I'm fairly certain everything's up to date. Another update may come tonight, but no promises.

25th Sandstone, 231



A kid went a little... Funny the other day, and we were heading in when he just shouted “DONE!” and came out of the topside craftsdwarf shop all proud of himself with a set of off-white chain mail pants. Upon inspection, it was found that it was made out of freaking elk bird bone!

I'm not sure if I should be patting this kid on the back or calling him a complete fucking moron.

3rd Timber, 231

Migrants arrived, and I went down to start screening for cavern guards. Two individuals have Joined Sergeant Nish and once the barracks is finally finished they'll begin training, and a married couple by the names of Firefly and Aluna have volunteered to take the helm for the Bugbat squad.

Also Solon and Ilral tell me that we’ve officially become a metropolis! Who knows, maybe in a few years word will get to his majesty and he'll visit!

16th Timber, 231

The Miners report that we’ve hit gabbro, which is good should we ever find magma. I'm a bit rusty at this geology stuff (if that incident where I mistook iron ore for gold is any indicator,) but I do know we can use that stuff to create smelters and forges able to withstand the heat of the earth's blood.

Another caravan from home has also arrived, using a freshly opened route west of the fortress entrance we cut through the forest. Instead of trundling along the creek like nearly everyone has had to. Likewise, the Vamarii coming back south came in from the east instead of looping around like they normally have to. The presence of dead goblins along the wall also denotes we need to be on alert.



A band of goblins fell on the rear of the fox caravan, the guards leaping into action! We were unsure if we should intervene, as while the axefox went down, from broken bones by the look of things, the enemy leader was shot twice and overwhelmed by the fox-folk warriors, one outright cutting the speargoblin in half! Several other macegoblins met their match (and maker) against the maces of the vamarii, though two were reported to have escaped.

But the guards did well, even managing to go through without any deaths! We sent a resent arrival to check on the axefox and she was still alive, but she'll have to ride a wagon home. We have her in the shade of a highwood right now, so barring an attacker finding her this will be an otherwise fruitful trading session with our taiga-dwelling comrades with not a friendly death in sight.

19th Timber, 231

While digging out the space for the bank the miners sent Selore up (why she was down there I have no idea unless she just likes picks or something,) to inform em that we've hit what may be a vein of gold! This will help immensely if it is a vein, since that means more refined glistening gold to build the bank from!

There was also a great deal of cheer and riotous behavior around the depot when Talonis made it known that not only did she procure even more drink for us, she managed to get hold of that wonderful moonglow! Honestly we o through what we do manage to produce at an alarming rate and seeing the good cheer among the people for even small amounts is honestly a good thing. It shows despite the advanced nature of the fortress, our people are not indignant louts who take good things for granted like so many others did in the southern mountains.

Then again, some people still lack cabinets and many still don't have doors. Maybe that's a factor...

21st Timber, 231

Talonis finished with the trade, and as a show of good faith gave the traders a gold amulet, black bronze crown, and electrum ring as a gift to the king. She's also asked about having a general trade goods storage dug out, and many have petitioned for formation of emergency auxiliary forces and construction of a central armory far underground, somewhere the reservists can rush to get their arms and armor in the event of a military disaster.

I haven't actually gotten anything together on that last one, but I suppose we can get a general storage space for the various odds and ends we've produced over the years.

24th Timber, 231

I was doing a quick inspection when I noticed that Thikut was... Well, he somehow managed to tie two shortswords together and use them both with one hand. I... Well journal, frankly I'm flummoxed. But hell, if he can make it work more power to him.



Dreamerghost came into my room (I should probably get an office made for myself and the other officers and officials,) tonight and gave me a letter from the General back south. Well, it's a very convincing forgery I should say. I've had to read letters from the General before, and whoever made this one, while skilled, botched the very end of the signature, plus it was made on stationery we make here. It was honestly a very convincing order for hostilities, and I was doubly shocked when Zacen called me up to her office and she informed me that the liaison who arrived with the caravan had a letter for me from General Olun! It was remarkably similar to the one Dreamerghost gave me, though worded somewhat differently and cited worry over the more elvish members of the country - a very high number apparently, considering so many butchers, fisherdwaves, and others who work with animal products came here looking for work – refusing to buy such goods from local producers, something the king is concerned of as well, as I was also given a letter from him. And unlike the forgery, General Olun's had a perfect signature and both looked like they had come the 400 miles or however far north we are, to get here. So our militia has essentially receiving direct orders from the General to begin accosting the Silver Xelics who enter Carryscar territory.

However, the king has asked I discuss the matter with our civilian administration and other officers and such before we act on the General's orders. Gotta give the dwarf that he's a good ruler despite his young age (hell, most of the younger militiadwaves are probably older than him!) He learned well from his family.

4th Moonstone, 231

You continue to impress! I have come empowered to elevate this land in the eyes of our realm

a - Finish peeking in on conversation

Zacen got promoted to Countess today, and Nuri held a celebration in the statue garden to commemorate it! Apparently she had all the moonglow rolled in there with some of the cinnamon-cane sugar concoctions our cooks have made for the occasion. The masons have also begun laying the groundwork for a fine road to the edges of our holdings. I also got the ok to prepare a citizen council/committee chamber, and the liaison also gave me a second letter from the king and he has approved for the establishment of a Carryscar Metalworkers Guildhall on the condition we first find magma.

I've also been given the requirements for each area to be given to Anvil, since she's the Fortress' Guildmaster-in-waiting. The metalcrafting area must be built from precious metals, preferably gold or silver, Weapon and armoring from iron, and the forges and smelters must be composed of steel. On top of this, regardless of whether or not they'll be used, a guild council hall, courtyard, and quarters for each worker must be built, also from iron and stocked with at least copper furnishings and each residential unit be provided with a clear glass window. The Guildmaster must also receive a padded throne of metal dependant upon their role: Platinum for metalcrafters, Billion for blacksmiths, Steel for Weaponsmiths (such as Anvil,) or Ward Iron for Armorsmiths.

Quite frankly this is all a very weighty thing, but Guildhalls are meant to reflect the wealth and prestige of their guilds so I guess it's acceptable. Such favor has not gone unnoticed though and Selore came in to give a petition from our many stoneworkers and their relatives for the establishment of a Stoneworkers Guild branch as well. Evidently in all the times the liaison has visited, he never once saw Selore and nearly jumped out of his skin when she barged in! It was sooooo hard not to laugh... Anyway, we can expect to hear back from the Stoneworkers Guild next year, likely with a mandate for the construction of a guildhall.

9th Moonstone, 231

Man, it seems like clean up is never done around here. We're still finding stray arrows and bolts, remains, and quivers, hell we found a whole goblin's upper body in a tree!

10th Moonstone, 231

It turns out that there was indeed a vein of gold where the bank was destined to be! The miners have begun digging it out now, and some small groundwork has been laid for the bank itself. I wonder, would silver floors and platinum doors seem a bit too much? And to top it off, the promotion is now official!

→Ozkakurriith and the surrounding lands have been made a county

11th Opal, 231

Dreamerghost has had that sword for nearly as long as Anvil's been here and he's only now beginning to hold it in the same regard as Doren and Toad do theirs.

Doren Febkubuk Ulingotung Sergeant has bestowed the name Belalnunur upon a steel short sword!

Press Enter to close window

Toad Bekarkadol Engiglanzil Private has bestowed the name Ardesozon upon a incendium short sword!

Press Enter to close window

→Dreamerghost Yutoklikot Tizen Iseth Corporal has grown attached to a steel short sword!

[These two named their weapons some time ago but I completely forgot about it when I was making the update it happened in (within a week of eachother,) while Dreamerghost has had that faithful masterwork steel sword for years now and he's only just gotten attached to it, though naming the thing is likely not far off now if the others are any indicator.]

We were all packing our gear for the night when I spied Dreamerghost doing something with his sword. I asked him why he had a metalcrafter's chisel and he said one of the forgemasters lent it to him so he could engrave the name he'd given it into the fuller.

Dreamerghost Yutoklikot Tizen Iseth Corporal has bestowed the name Udisttashem upon a steel short sword!

Press Enter to close window

I have to admit, he seems pretty odd at times, but I think he's just as much a dwarf as the rest of us!

13th Obsidian, 231

Trade and war season fast approaches, and we've gotten both a stockpile for all our old, ill fitting, or freshly produced clothing, one for finished goods, and the initial area of the bank dug out, though the bank is certainly a sorry site with mining tunnels sticking out of it until all the gold ore is either moved or processed. Also in the midst of the council room and clothing storage being dug out, the miners hit both veins of hematite and coal! This place never ceases to amaze me!

Anyway my dear little friend, I'm going to have to get a new journal soon. You've served me very well for so long... I'm glad I was able to have a chest moved into my room so I'll have a place to keep you.

Yay update! We're now officially a county and well on the road to becoming the new capital (which is a tremendous first for me!) I'm going to hold off on the last 2000 worth of offerings so we can get Zacen to Duchess and prepare for the king's arrival.

I also found we have the old noble raws so if we want to we can assign a tax collector (perhaps head of the bank?) and a dungeon master, who I may use for Anvil to reflect her standing as the local guildmaster.

Oh, and the Goannas are going to be seeing combat as after I stopped taking stuff down to ready this update, the chaos dwarves attack and they brought trolls. So my battle plan is to position the Wolverines on top of the fortress to keep trolls and invaders off the roof (thanks to a ramp I forgot to have ripped out,) The Hammerheads, Cazadors, Ripperjacks, and Wolf Spiders defending the courtyard, and the Goannas the processing center which is actually kinda convenient since the dead horses will all be scattered in there once the enemy breaks the doors down. Worst case scenario will have Zacen with her mining labor reenabled leading the bulk of the citizenry with the Peacekeepers into the caverns for shelter while the other miners, the Bugbats, and Cave Dragons hold the enemy back. I won't kid myself

into thinking this will be a bloodless victory for our side. At the very least we'll most likely have several wounded troopers.

Stay tuned for the inevitable battle kiddies! I'm sure it'll be a bloody one.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 23, 2014, 11:19:13 pm**

I'm aiming for a report for every update, so here ya go:

[Spoiler](#) (click to show/hide)
Merchantile Report- Timber

The trade with the Foxes went well- I was able to speak in the Ancient Tongue of the Hunt, a language that is universally known amongst predators and used for the sacred rites of the Wolf God. Needless to say, they were ecstatic that their native language was still known to us, which made obtaining that Moonglow a breeze. When I told them about the Silver Xelics, they were offended by how those cockroaches belittled their fellow predators.

While speaking to them, they told me of rumours of the Silver Xelics planning to spread their ideology, by force when they met resistance. I hope Splint considers my proposals... we need to be able to defend our honour!

I think I have a few minor grammar issues, so feel free to correct me. Enjoy the Moonglow!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 24, 2014, 01:51:02 am**

Finding gold while mining out bank vault? Seems like a good sign to me. And it is surprisingly rare for someone to get king to arrive the legit way instead of via through finding candy. Well done.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 24, 2014, 02:28:35 am**

Quote from: TalonisWolf on January 23, 2014, 11:19:13 pm

I'm aiming for a report for every update, so here ya go:

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Merchantile Report- Timber

The trade with the Foxes went well- I was able to speak in the Ancient Tongue of the Hunt, a language that is universally known amongst predators and used for the sacred rites of the Wolf God. Needless to say, they were ecstatic that their native language was still known to us, which made obtaining that Moonglow a breeze. When I told them about the Silver Xelics, they were offended by how those cockroaches belittled their fellow predators.

While speaking to them, they told me of rumours of the Silver Xelics planning to spread their ideology, by force when they met resistance. I hope Splint considers my proposals... we need to be able to defend our honour!

I think I have a few minor grammar issues, so feel free to correct me. Enjoy the Moonglow!

Heh, that actually fits with what I often have possessed dwarves shouting: "Some kind of broken mix of vamari and dwarven." AND we shall indeed enjoy the moonglow!

Quote from: DreamerGhost on January 24, 2014, 01:51:02 am

Finding gold while mining out bank vault? Seems like a good sign to me. And it is surprisingly rare for someone to get king to arrive the legit way instead of via through finding candy. Well done.

Actually we were just digging out the lobby and found the gold, we haven't even started on the vault yet, so we may find more diruing construction! :D

And I've never had the monarch arrive... Ever. Came close a couple times but I either lost the save or don't feel like playing them/forgot what I was doing.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 24, 2014, 12:14:12 pm**

Nice! I like the idea of the Guildhall for Anvil. :)

Oh, and keep an eye out for Ilmenite in the Gabbro. It's used to make Crucible Steel, which is a step up from normal steel. Especially for blades.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 24, 2014, 04:11:41 pm**

Quote from: Mephansteras on January 24, 2014, 12:14:12 pm

Nice! I like the idea of the Guildhall for Anvil. :)

Oh, and keep an eye out for Ilmenite in the Gabbro. It's used to make Crucible Steel, which is a step up from normal steel. Especially for blades.

Already fund some, and I imagined so. I kept all the lamellar armor made from that stuff or from ward iron for the Goannas.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 24, 2014, 05:09:05 pm**

I have just translated what the name of my sword means. My dwarf is a pervert.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 24, 2014, 05:55:04 pm**

Quote from: DreamerGhost on January 24, 2014, 05:09:05 pm

I have just translated what the name of my sword means. My dwarf is a pervert.

:D

You do realize your name implies you haunt people's dreams? :P

Your dwarf only took his cue from you. Hehehe...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 24, 2014, 06:04:07 pm**

Quote from: DreamerGhost on January 24, 2014, 05:09:05 pm
I have just translated what the name of my sword means. My dwarf is a pervert.

What, don't like the skirt chasing implication?

Update coming soonish! Stay tuned!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 24, 2014, 09:28:49 pm**

Alright boys and girls, I'm gonna be making this part of the update entirely OOC! While I am an adept battle narrator, I have a lot of fun doing snappy announcer commentary type stuff, and it's faster. So, on one side we have the horse riding and troll/crab backed Hardy Castle chaos dorfs!

| | | | |
|-------------|-----------------------|-----------------------------|---------|
| Ogua | war | Cave Crab | Invader |
| Isozajoa | war | Cave Crab | Invader |
| Likot | war | Cave Crab | Invader |
| Ewewunedae | Troll | Invader | |
| Aso | Troll | Invader | |
| Amtazcam | Troll | Invader | |
| An ataa | Troll | Invader | |
| Zeshul | Troll | Invader | |
| Huesous | Troll | Invader | |
| Ajilea | Troll | Invader | |
| Kumil | Avedn | ish Chaos Dwarf Macedwarf | Invader |
| Subi | Horse | Invader | |
| Bbytvshy | Asshthldtth | Chs Dwrf Mcdwrf | Invader |
| Degel | Horse | Invader | |
| Datome | Forileerise | Chaos Dwrf Mcdwrf | Invader |
| Emora | Horse | Invader | |
| Eupoo | Puusgeu | Chaos Dwarf Macedwarf | Invader |
| Itheeliah | Horse | Invader | |
| Avkuyxaquo | Rimoyek | Chaos Dwrf Mcdwrf | Invader |
| Fakukala | Horse | Invader | |
| Ariaseamaag | Emuamomg | Chs Dwrf Mcdwrf | Invader |
| Sabirujae | Horse | Invader | |
| Ulu | Aicoashemeak | ch Chs Dwrf Mcdwrf | Invader |
| Oyatayia | Horse | Invader | |
| Ovosha | Nawullztdthhd | Chs Dwrf Mcdwrf | Invader |
| Vano | Horse | Invader | |
| Thoshash | Rthmdhryfzv | Chs Dwrf Mcdwrf | Invader |
| Aithaiboesa | Horse | Invader | |
| Oihiu | Nuuv | i Chaos Dwarf Macedwarf | Invader |
| Wene | Horse | Invader | |
| Yetrdth | Brtxshshchyc | Chs Dwrf Mcdwrf | Invader |
| Gor | Horse | Invader | |
| Heicia | Chaos Dwarf Macedwarf | Invader | |
| Arajihuda | Horse | Invader | |
| Xaysecku | Ljuni | Chaos Dwarf Macedwarf | Invader |
| Ucsiksim | Horse | Invader | |
| Nelare | Si | nitiiben Pssssd Dwrf Mcdwrf | Invader |
| Urist | Horse | Invader | |
| Tellick | Lxemmutute | Chaos Dwrf Mcdwrf | Invader |
| Kosoth | Horse | Invader | |
| Iijuuyi | Ruushpeof | Chas Dwrf Swrdmstr | Invader |
| Kabu | Horse | Invader | |
| Yebmez | Naykozcnsh | Chs Dwrf Swrdsdwrf | Invader |
| Oeyi | Horse | Invader | |
| Ilasima | Eddrddyfmn | Chs Dwrf Swrdsdwrf | Invader |
| Peshukub | Horse | Invader | |
| Bryepreyn | th Vjnby | Chs Dwrf Swrdsdwrf | Invader |
| Athacoo | Horse | Invader | |
| Avatota | Era | Chaos Dwarf Swordsdwarf | Invader |
| Jedetof | Horse | Invader | |
| Rh | eraog | uaar a Chaos Dwrf Swrdsdwrf | Invader |
| Ofore | Horse | Invader | |

| | | | | | | |
|-------------|-------------|------------|-------|-------|--------------|---------|
| Iwegubua | Ehu | mmsb | Chs | Dwrf | Swrdsdwrf | Invader |
| Ethece | shea | | | | | Invader |
| Peshukb | Pyn | mvtt dz | Chs | Dwrf | Swrdsdwrf | Invader |
| Ewora | | | | | | Invader |
| Erelwth | Es | nshtshn | Chs | Dwrf | Swrdsdwrf | Invader |
| Ejikimesh | | | | | | Invader |
| Hshgg | Otkl | thssht | Chs | Dwrf | Swrdsdwrf | Invader |
| Ke | | | | | | Invader |
| Maime | Ki | bartch | Chs | Dwrf | Swrdsdwrf | Invader |
| Etatavaa | | | | | | Invader |
| Ivashayth | Atltbhs | | Chs | Dwrf | Swrdsdwrf | Invader |
| Ono | | | | | | Invader |
| Anarena | Es | wrgbns | Chs | Dwrf | Swrdsdwrf | Invader |
| Abajue | | | | | | Invader |
| Netimal | Lthsh | mymb | Chs | Dwrf | Swrdsdwrf | Invader |
| Id | | | | | | Invader |
| Myxch | Lkdryrxx | | Chs | Dwrf | Elt Crssbwmn | Invader |
| Doren | | | | | | Invader |
| Bossu | Gas | naspngulo | Chs | Dwrf | Hmmrdwrf | Invader |
| Thivana | | | | | | Invader |
| Tulon | Rakustd | ishmb | Chs | Dwrf | Hmmrdwrf | Invader |
| Thil | | | | | | Invader |
| Ogowabew | Rwvghf | hrl | Chs | Dwrf | Hmmrdwrf | Invader |
| Ehuduhem | | | | | | Invader |
| Uzor | Dus | nusokrox | Chaos | Dwrf | Hmmrdwrf | Invader |
| Ethece | shea | | | | | Invader |
| Ilar | Awitawimagu | h | Chas | Dwrf | Hmmrdwrf | Invader |
| Mubishewazu | | | | | | Invader |
| Enamau | Iwuauwasege | | Chs | Dwrf | Hmmrdwrf | Invader |
| Zuntir | | | | | | Invader |
| Hasoto | Sabi | jea | Chaos | Dwarf | Hammerdwrf | Invader |
| Ahashoa | | | | | | Invader |
| Wabsn | Amtzcm | nykzcns | Chs | Dwrf | Hmmrdw | Invader |
| Hataro | hoi | | | | | Invader |
| Woeg | Oupuivuewua | | Chaos | Dwrf | Hmmrdwrf | Invader |
| Seshalabes | | | | | | Invader |
| Escu | Hokjir | | Chaos | Dwarf | Hammerdwarf | Invader |
| Umeugoic | | | | | | Invader |
| Shiakeafee | Oigasp | m | Chs | Dwrf | Hmmrdwrf | Invader |
| Jovaca | | | | | | Invader |
| Ozooelimo | goi | | Chaos | Dwarf | Hammerdwarf | Invader |
| Exata | | | | | | Invader |
| Amar | Rihasa | thema | Chaos | Dwrf | Hmmrdwrf | Invader |
| E | di | h | | | | Invader |
| Ema | Bidiraramrh | tht | Chs | Dwrf | Hmmrdwrf | Invader |
| Drosogada | | | | | | Invader |
| Bie | Rat | aganaadoak | Chs | Dwrf | Hmmrdwrf | Invader |
| Piodeur | | | | | | Invader |
| Fotojoci | Okooj | thom | Chs | Dwrf | Sprmstr | Invader |
| Aresia | | | | | | Invader |
| Etmqmbyt | Brrvrtbmth | | Chs | Dwrf | Swrdsdw | Invader |
| Bobeha | | | | | | Invader |

| | | | | | |
|--------------|-----------------|-------|-------------|-------------|---------|
| Bukza | Engomasnam | Chas | Dwrf | Swrdsdwrf | Invader |
| Aithaiboesa | Horse | | | | Invader |
| Pojpua | Ujajapao | Chas | Dwrf | Swrdsdwrf | Invader |
| Esheboa | Horse | | | | Invader |
| Deng | Snuspusmdas | Chas | Dwrf | Swrdsdwrf | Invader |
| Orakitekoo | Horse | | | | Invader |
| Spug | Smaduno | Chaos | Dwarf | Swordsdwarf | Invader |
| Otha | Horse | | | | Invader |
| Perom | Escubuqui | Chaos | Dwrf | Swrdsdwrf | Invader |
| Cei | Horse | | | | Invader |
| Ilral | Koganenor | Chaos | Dwrf | Swrdsdwrf | Invader |
| Imo | Horse | | | | Invader |
| Hlaa | Fuholatoa | Chaos | Dwrf | Swrdsdwrf | Invader |
| Esheboa | Horse | | | | Invader |
| Eshiake | Axuethtsd | Chs | Dwrf | Swrdsdwrf | Invader |
| Kib | Horse | | | | Invader |
| Jorosacaazai | Chaos | Dwarf | Swordsdwarf | | Invader |
| Bitibax | Horse | | | | Invader |
| Baet | Enaojuaniili | Chs | Dwrf | Swrdsdwrf | Invader |
| Tayakafi | Horse | | | | Invader |
| Minuzu | Lutheshanubek | Chs | Dwrf | Mc Lrd | Invader |
| Limiradohey | Horse | | | | Invader |
| Oyajatia | Roriharao | Chaos | Dwrf | Mcdwrf | Invader |
| Lozo | Horse | | | | Invader |
| Iyio | Exevobuvokshljh | Chs | Dwrf | Mcdwrf | Invader |
| Alydad | Horse | | | | Invader |
| caakyash | Imiatshkm° | Chs | Dwrf | Mcdwrf | Invader |
| Mube | Horse | | | | Invader |
| Doto | Ennaebe | Chaos | Dwarf | Macedwarf | Invader |
| Diocoabae | Horse | | | | Invader |
| Ihewe | Drawehijivshhh | Chs | Dwrf | Mcdwrf | Invader |
| Ongu | Horse | | | | Invader |
| Gosh | Arasajoke | Chaos | Dwarf | Macedwarf | Invader |
| Umsnosm | Horse | | | | Invader |
| Fotojoci | Olataghafof | Chs | Dwrf | Mcdwrf | Invader |
| Kikebei | Horse | | | | Invader |
| Manabo | Enadal | Chaos | Dwarf | Macedwarf | Invader |
| Thinnene | Horse | | | | Invader |
| Wusoru | Jomowe | Chaos | Dwarf | Macedwarf | Invader |
| Stakud | Horse | | | | Invader |
| Lif | Inlathos | Chaos | Dwarf | Macedwarf | Invader |
| Pidud | Horse | | | | Invader |
| Vohasolu | Oyapowscthh | Chs | Dwrf | Mcdwrf | Invader |
| Fadenam | Horse | | | | Invader |
| Nadowudim | Gamuh | Chaos | Dwarf | Macedwrf | Invader |
| Edem | Horse | | | | Invader |
| Melbil | Dakostfarash | Chas | Dwrf | Mcdwrf | Invader |
| Yawem | Horse | | | | Invader |
| Iiwuup | Iuweho | Chaos | Dwarf | Mace Lord | Invader |
| Methai | Horse | | | | Invader |

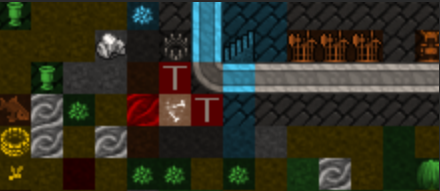
On the other, the Carryscar Militia!



The Wolverine get their first taste of open combat, topside on the barracks!



Meanwhile, the rest of the troops take up position in the courtyard and meat processor, ready to face the enemy! To draw the enemy to the Goannas, two doors are open and while the chaos dorfs are trap immune, their mounts aren't. The Wolverines are in the middle of getting their combat ammo, hence only half the squad being there.



This screenshot shows a complex level design with a large number of Piranha Plants. The path is filled with them, and there are also Piranha Plants in pipes and red blocks. The level is a mix of brown and green tiles, with a large grey pipe structure on the right side.

The Goannas came rushing out as the troll started to batter the door, and so they've committed to the fight! And started with Lizard and one of her soldiers both stabbing the troll at the same time! As they swarm the first troll, one tries to attack Lizard from behind and gets her bright red spear through its skull as a reward.



Doren leads the charge on the east hammerheretics, and has gone into a trance! Doesn't do him much good though because of the damned horses running away. Dragonfly scores the first chaos dwarf kill of the battle though with a single lethal chop of his falcion!



The battle lasted a good 5 minutes realtime, and I have found the Wolverines may need to be deployed against mounted enemies with a melee escort from now on, to disable the mounts. And it also appears my instinct was right, as Lizard and one of the hoplites (Glasseye) managed to flank a chaos dwarf swordmaster and cut off his escape.

The Chaos Dwarf Swordmaster attacks The Sergeant but She jumps away!
The Chaos Dwarf Swordmaster strikes at The Sergeant but the shot is parried!
The Sergeant stabs The Horse in the left rear hoof with her (incendium spear) chipping it!
The (incendium spear) has lodged firmly in the wound!
The Chaos Dwarf Swordmaster strikes at The Sergeant but the shot is blocked!
The Chaos Dwarf Swordmaster slashes The Sergeant in the lower body with his (*copper long sword*) but the attack is deflected by The Sergeant's (ward iron heavy lamellar armor)!
The Chaos Dwarf Swordmaster stabs The Sergeant in the upper body with his (*copper long sword*) but the attack is deflected by The Sergeant's (ward iron heavy lamellar armor)!
The Chaos Dwarf Swordmaster strikes at The Sergeant but the shot is blocked!
The Sergeant stabs The Horse in the lower body with her (incendium spear) tearing the muscle and tearing the stomach!
The Chaos Dwarf Swordmaster slashes The Sergeant in the left hand with his (*copper long sword*) tearing apart the muscle and bruising the bone through the rope reed fiber left mitten!!!
A ligament has been torn and a tendon has been torn!
The Sergeant has become enraged!
→The Sergeant loses hold of the (incendium spear)

However she wound up with a gimped hand (though mercifully it wasn't permanent damage,) and she proceeded to beat the ever loving crap out of the the swordmaster with her shield and bit the fucker's weapon hand while he was distracted fighting the hoplite that was with her. However, her shield strikes did little more than bruise due to his heavy armor, but thankfully the idiot was using a mithril shield so his attacks couldn't do any better than hers. Honestly Lizard is one mean bitch, because even with the injured hand after Goden came barreling in and broke the swordmaster's legs (leading to his death,) she kept pursuing enemy troops and even attacked two different chaos macedwarves, breaking their legs with her shield. So far getting shot and stabbed has had little effect aside from making her angry.

Honestly by the time Lizard got hurt, the enemy's spirit was either broken or just about there because they were dying like their mounts and many decided to give up the ghost and get the hell out while they could.

-After sifting through the remains of the Colonel's bedroom, you find the chest on its side in the coner under an aged and very large cat basket, nearly big enough for a human to comfortably sleep in, broken but still containing several books, medals, coins, and other small things. It appears to be a xelic chitin bound journal of standard quality, though which race is indeterminable due to age. Rather than paper or papyrus, it clearly uses vellum for its pages, possibly out of spite. Unlike the previous journal belonging to him, this one has very little to make it seem distinguishing other than his name on the inside cover, a copper carry chain, and the oval gabbro cabochons on the spine.-

15th Obsidian

Finally got a new journal; had the leatherworkers make every bit of it but I had to use violet xelic chitin. Still, if this place gets overrun either side of the cockroach divide will be horrified by it. Or I think they will anyway, since I'm sure most xelics would object to their cousin being written on in such a manner. Added some gabbro myself, just because I like the color.

21st Obsidian, 231

The chaos dwarves came in force, as expected. Overall, the fight was a much bloodier and chaotic affair than usual, if only because of our liberal application of bladed instruments and their steeds clearly not being trained for the rigors of war. Turned more into games of cat and mouse than anything.

The Goannas did well, using small group tactics to overwhelm individual chaos dwarves to make up for their comparative lack of training. Lizard got injured, but Parson says she got lucky again and it wasn't permanent since she can still feel her fingers. We were all worried she'd gotten an injured lung because of the blood around her mouth but Glasseye told us that it came from the chaos dwarf who injured her. Evidently she didn't take to well to getting stabbed so she bit the son of a bitch. Our people are heading out to gather the dead horses for processing now. Honestly though I'm pretty sure everyone's just going to toss them in the ditch.

11th Granite, 232

the Elf Diplomat Vadane Arilevar
Vadane Arilevari: You have disrespected the trees in this area but this is what we have come to expect from your stunted kind. Further abuse cannot be tolerated. Let this be a warning to you.

Apparently a wood elf diplomat slipped in without us noticing him and started in on Zacen about "disrespecting the trees." Evidently he didn't notice the vast majority are still standing and coated with blood and ichor. I suppose we can let it slide but the minute they start demanding tree cutting quotas none of them will walk out of here alive.

26th Granite, 232

PS: 100 (49) Iteb Inodibmat •Iteb Gatesparks• Peacekeeper
Iteb Inodibmat has been ecstatic lately. She received water recently. She had a pretty decent drink lately. She slept in a fantastic bedroom recently. She dined in a very good dining room recently. She has been satisfied at work lately. She admired own fine Bed lately. She had a fine drink lately. She dined in a legendary dining room recently. She talked with a friend lately. She admired a completely sublime Restraint lately. She was nauseated by the sun lately. She is married to Ducim Rockspirit. She is the daughter of Iden Glazedhigh and Ushrir Strokehames. She is a citizen of The Gravel of Prisons. She is a member of The Axe of Autumn. She is a former member of The Severe Helms. She is a former member of The Tenacious Pages. She is a former member of The Fences of Justice. She arrived at Ozkakurriith on the 26th of Sandstone in the year 228. She is one hundred sixty-six years old, born on the 12th of Moonstone in the year 66. She is average in size. Her upper body is gone. She is very slow to tire but she is very flimsy. Iteb Inodibmat likes microcline, culture, manuscript crate, fire opal, clear glass, saltwater crocodile hide, spears, quivers, rings and goats for their eating habits. When possible, she prefers to consume red-winged blackbird and tuber beer. She absolutely detests flies. She has an iffy memory and a large deficit of willpower. She has a calm demeanor. She is quick to anger. She often feels discouraged. She never feels tempted to overindulge in anything. She can handle stress. She lives for risk and excitement. She prefers familiar routines. She has a sense of duty. She often does the first thing that comes to mind. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

The Peacekeepers have reported their first death today, not from unrest or other violence, but from the one foe few can ever truly escape: Old age. The captain was heading in to do some personal practice and found her dead with a smile on her face. She was sitting on one of the spare barracks cots, back to the wall and looked to have just finished polishing her equipment. Upon inspection of the body she had a note on the inside of her mail shirt that only says "I've kept it all well, you do the same." Evidently she sensed her time was coming and she wanted to make sure all her equipment was ready for the next Peacekeeper.

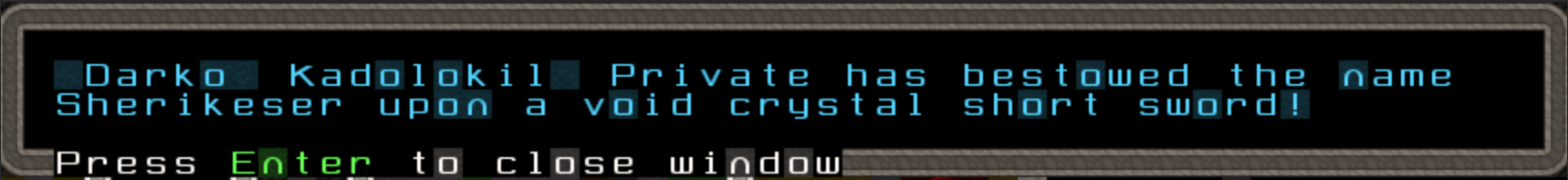
I checked around and evidently she only ever had one friend and her only family in the fortress is her cousin, a weaver named Melbil. Sherry was her lone friend and is pretty torn up over it, but mercifully not enough to go punching people in the face and knock over a still. I've arranged for an iron sarcophagus to be forged for her. Peaceful and happy... We should all aspire to die like that, but I know my

end will be a violent one. All of us in the militia have accepted that.

5th Slate, 232

Migrants have come, among them an odd, dour fellow named Dredd. I'd been asking about any of the new folk being willing to replace Iteb, and he volunteered readily. To welcome the new arrivals someone named Sigun threw a big party in the statue garden.

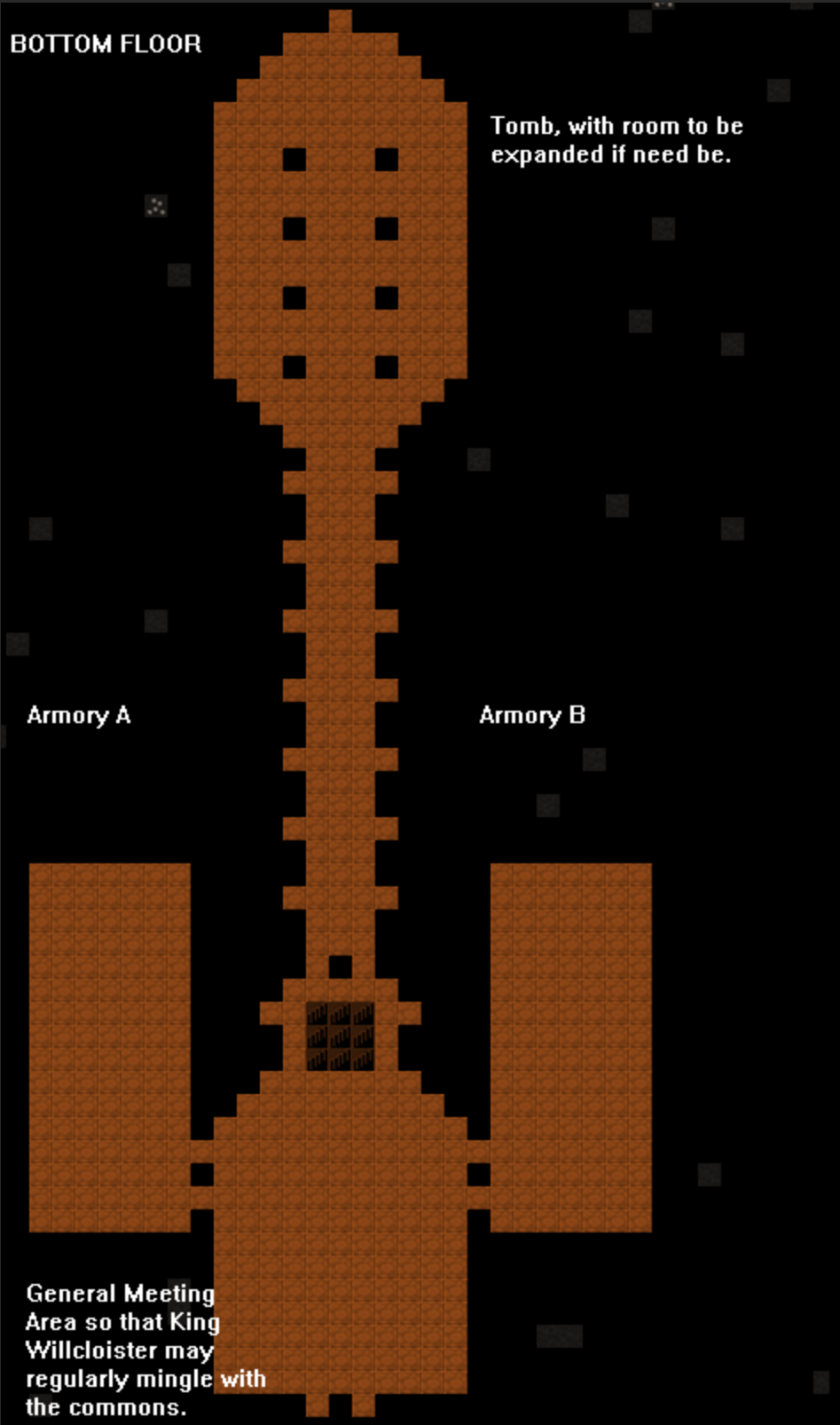
8th Slate, 232



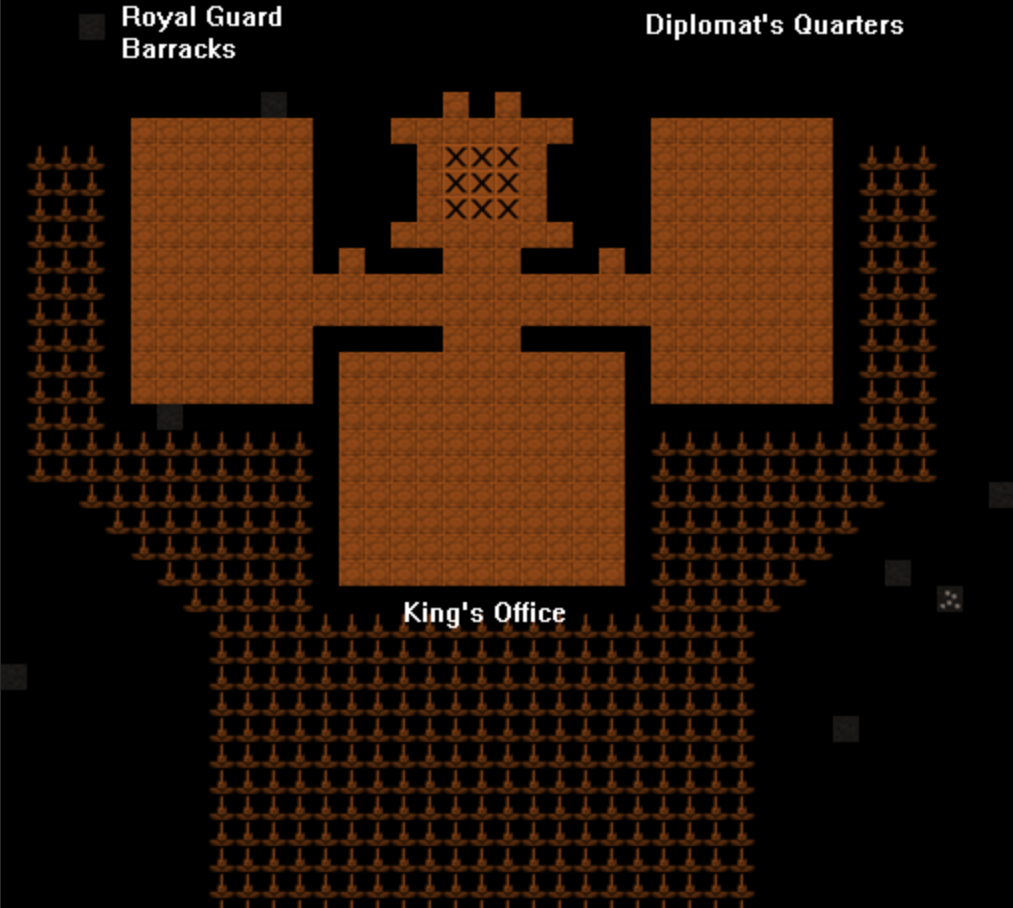
Darko named his sword today, but aside from that nothing really crazy happened for once!

25th Slate, 232

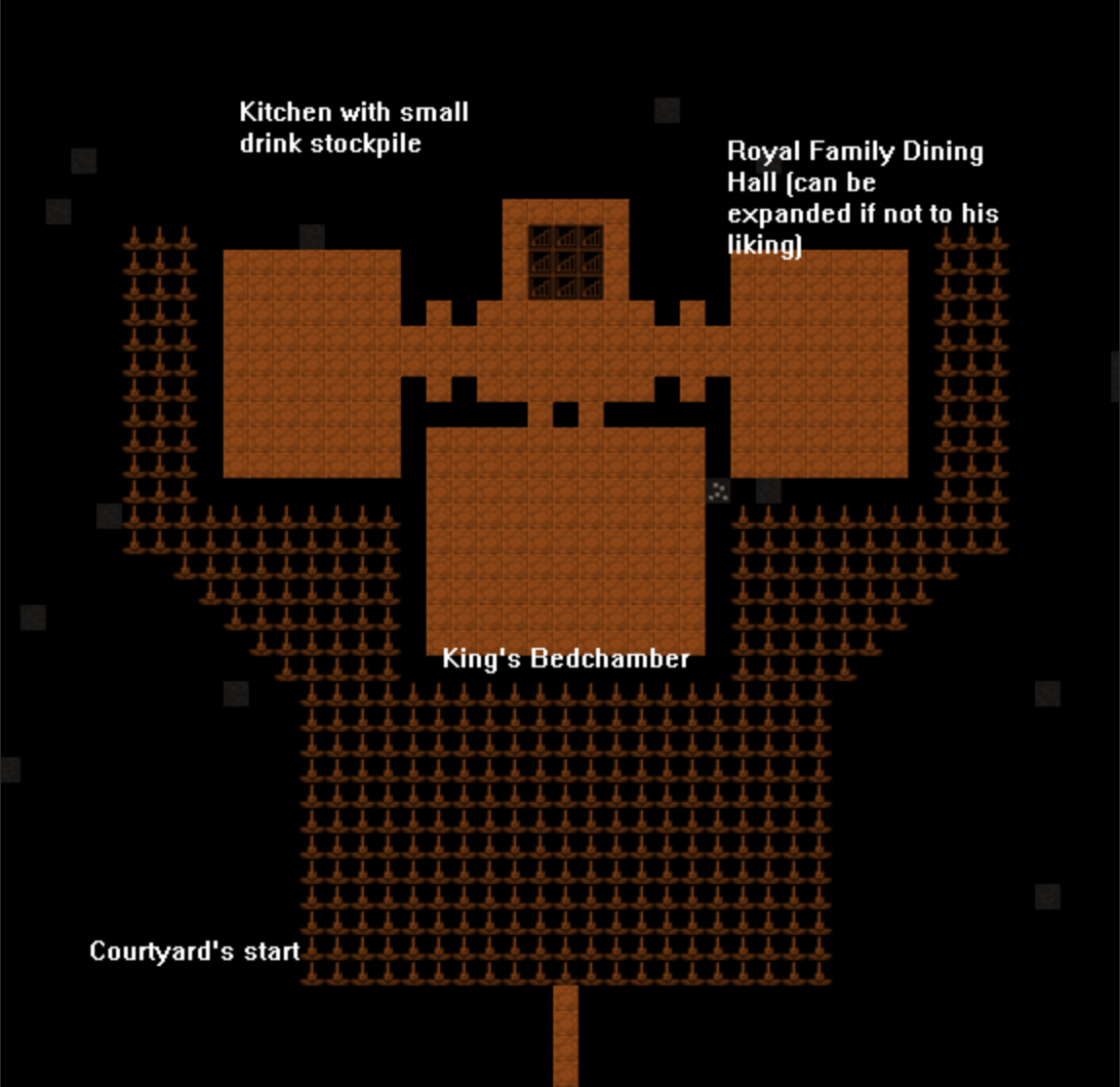
In preparation of the king's coming next year, we've already started on the plans. Or I have anyway. Once the council meeting hall is furnished I'll pass it around for input.



Bottom Floor: Two armories, general meeting area, and the king's tomb. A courtyard shall be carved from above.



Second Floor: Office and Royal Guard Barracks, spare accommodation, for foreign dignitaries.



Top Floor: The King's Chamber, dining area, and a small kitchen to tend to his needs, which may include a well if we can figure out a place for the tank.

3rd Felsite, 232

One of the new arrivals was acting strangely, shouting about only Amas knows what. But we have an artifact vault built now (kinda,) so it doesn't matter what it is.

10th Felsite, 232

Ducim Imushost Assistant Physician has created
Akrulumstiz Gebarsheshek a horse leather cap!

Press Enter to close window

A cap. Damned nice one too. It's simple, with a brim of leather spikes. Maybe we'll be able to give it to King Willcloister when he arrives...

15th Felsite, 232

The Goannas sent me a report detailing a high elf diplomat who had a brush with death and a small chaos dwarf attack. He opened the door and shouted to make ready and continued to the east gate. The enemy predictably made for what they saw as an unlocked door, the ambushers setting themselves up to be the ambushed, as on the other side were the waiting hoplites, most of them now seen as masters-at-arms now.



According to the written report, the enemy sergeant was first in, and first out, minus a hand and leaving his soldiers behind to be massacred by the Goannas. Around half escaped, but that was more the fault of their armor than anything, and half of the enemy were dead anyway.

This means we'll need to watch the workers while they pull salvage out to trade from the ditch, so I've assigned the Hammerheads to security detail.

-

Apparently there were more in the brush waiting for a moment of laxity. Zon killed a swordsdwarf leading the heretics and they broke as soon as he went down. A snatcher also tried to slip in and didn't get very far. I'm willing to risk an injured citizen so its won't stink up the place for the rest of us.

19th Felsite, 232



Never fails. Honestly I'm starting to think the bugs and the chaos dwarves are working together. However the attack ended badly for the attackers., several dying on the traps. However, one of the spring migrants, a huntsdwarf named Ushat, took one of the surviving xelics out with a single heavy bolt!

The flying ({"-«*tempered crystal broad bolt*»-}) strikes The Violet Xelic Lasher in the head, tearing the muscle and tearing the brain's brain tissue!
A ligament has been torn and a tendon has been torn!
The Violet Xelic Lasher has been knocked unconscious!
→The ({"-«*tempered crystal broad bolt*»-}) has lodged firmly in the wound!

And it also seems that even though the chaos dwarves interrupted the winter trade season, it didn't stop diplomats from up north from coming to visit this season.

A hobgoblin diplomat from Mahihithiv Mitih has arrived
A frost giant diplomat from Esiramremamomog has arrived

21st Felsite, 232

Started raining again, and while everyone's grumbling, they also welcome it. It's a brief respite from the heat and brings the grass back to life, along with washing away the years of accumulated dried blood and viscera. But with the rains came a third raid band (a group of hammerbugs lead by another elf attacked yesterday, but I'd been in bed at the time.)



Two snatchers were also spotted, one being chased down by Goden and another, this one a chaos dwarf, got a cedar tower shield smashed through her head courtesy of Lizard.

→The Sergeant strikes The Chaos Dwarf Thief in the head with her *cedar tower shield* bruising the muscle, jamming the skull through the brain and tearing the brain!

A Fish cleaner named Deler and Forgemaster Morgan were also injured during clean up. The very last things marked to be taken to the depot were collected, but not fast enough and both wound up hospitalized; Deler has a broken left lower leg from an old weather beaten skullcracker getting tossed in on top of him, and one of the many stray arrows laying around was tossed in and damaged Morgan's hammer arm. A Hive Warden named Degel followed Morgan down apologizing up and down for the accident, but nobody knows who threw the skullcracker in.

6th Hematite, 232

Put an order to the masons to refrain from using any stone but schist to make the tables and chairs for the council's chamber. Being on the council will likely be a shitty job so we'll do our council work on shitty materials.

12th Hematite, 232

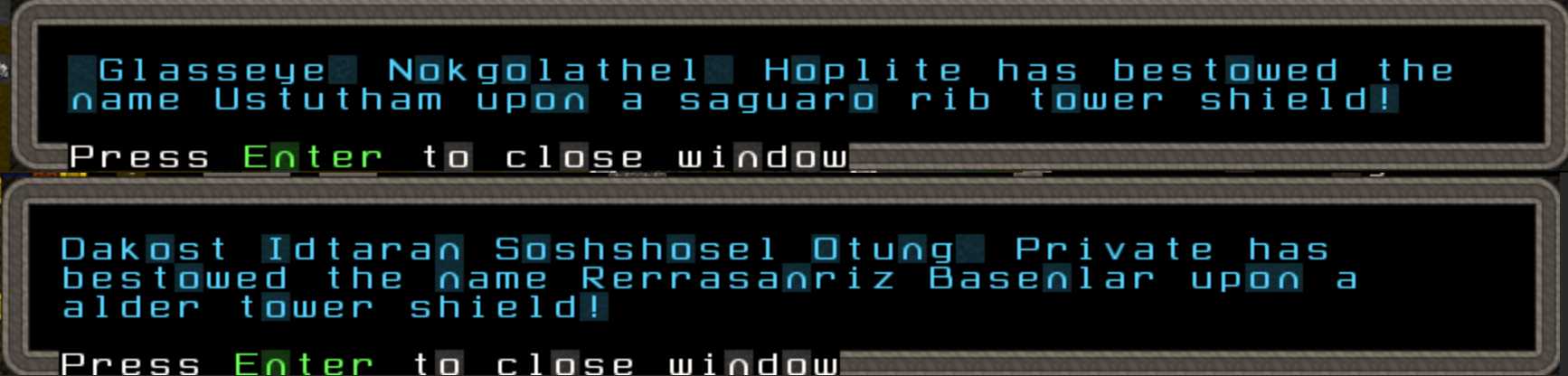


Zacen met with the hobgoblin diplomat and his guards today. He commended our people on such a fine fortress and was greatly impressed by the militia's skill. He evidently arrive for two reasons. The first was an apology for the lack of trade last year, and the second to inform us of why our Dyansauri neighbors haven't shown up to trade.

Evidently all of the northern dwarven kingdoms in the region have fallen to whatever claimed The Hardy Castle, and The Immortality of Panthers, our hobgoblin friends, are currently engaged in a very bitter war with one of them that neither side seems to be winning. What was made worse is this deadlock is in spite of The Panthers petitioning for and gaining the support of the southern Dyansarui clans, who've been heading across the great lake in droves to join the fight. It explains a great deal honestly.

Afterward the Frost Giant squeezed himself in with his guards and said much the same, though instead of grueling war with our former kin they heard from the vamarii that we may be planning to wage a war on the Silver Xelics, who've been giving the giants an unending amount of crap for living primarily like the foxfolk, that is to say by hunting, ice fishing, and such, and would like to extend an offer to ally with us should we initiate hostilities. Large numbers of Highborn xelics seem to make a point of going to their ice holds and both belittling the inhabitants and marveling at the iceworking.

17th Hematite, 232



Yet more named shields. You know journal, I did a count and we have14 artifacts in the roster and now 24 named weapons and shields. I'm not sure if that's a good thing or bad thing.

24th Hematite, 232

A cook named Atir Ragsplattered came to me today and asked if there were any available coffins in the graveyard. When I asked why, he said he was 170! I've never met a dwarf that old before! Apparently he'd like to be interred as soon as possible when the reaper comes for him, to spare his small collection of friends and relatives here the pain of him rotting. Evidently one of the citizens who died in the great dumping accident some time ago was his wife, and his only daughter is one of Lizard's Hoplites. On top of that, his other child, a miller named Alath, is of fairly advanced age himself (151!) and would like a coffin readied for him as well. He mentioned nothing of Zon until I asked; he didn't bring her burial arrangements up because he knows she's already entitled to a resting place of iron beside her brothers and sisters in arms.

Screenshot heavy update ho! So we had combat, trade, diplomats, a death by old age (a first for me!) and the king's accommodations are well underway! I had forgotten about the general so he may be getting get diplomatic suite instead. By next year we may even be the capital! Though this will severely hamper gold imports for the bank and guildhall. You guys get to come along for a whole mess of firsts for me it seems!

Title: **Re: Ozkakurrih "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 24, 2014, 11:16:47 pm**

Before I write something up, where was I during all this? I.e, was I fighting, outside, or inside?

I look forward to thinking up how my dwarf reacts to this affront to his home, and how she (I'm a he, so I have to be extra careful) gets along with these new traders.

One last thing:

I choose you, Krabby! 8

Quote from: Splint on January 24, 2014, 09:28:49 pm

| | | | | |
|-------------|---------------|-------------|-------------|-------------|
| Ogua | war | Cave | Crab | Invader |
| Isozajoa | war | Cave | Crab | Invader |
| Likot | war | Cave | Crab | Invader |
| Ewewunedae | | Troll | | Invader |
| Aso | | Troll | | Invader |
| Amtazcam | | Troll | | Invader |
| An_ataa | | Troll | | Invader |
| Zeshul | | Troll | | Invader |
| Huesous | | Troll | | Invader |
| Ajilea | | Troll | | Invader |
| Kumil | Avedn | ish | Chaos Dwarf | Macedwarf |
| Subi | | Horse | | Invader |
| Bbytvshy | Asshthldtth | | Chs Dwr | f Mcdwrf |
| Degel | | Horse | | Invader |
| Datome | Forileerise | | Chaos Dwr | f Mcdwrf |
| Emora | | Horse | | Invader |
| Eupoo | Puusgeu | | Chaos Dwarf | Macedwarf |
| Itheeliah | | Horse | | Invader |
| Avkuysaquo | Rimoyek | | Chaos Dwr | f Mcdwrf |
| Fakukala | | Horse | | Invader |
| Ariaseamaag | Emuamomg | | Chs Dwr | f Mcdwrf |
| Sabirujae | | Horse | | Invader |
| Ulu | Aicoashemeak | ch | Chs Dwr | f Mcdwrf |
| Oyatayia | | Horse | | Invader |
| Ovosha | Nawullztdthhd | | Chs Dwr | f Mcdwrf |
| Yano | | Horse | | Invader |
| Thoshash | Rthmdhryfzv | | Chs Dwr | f Mcdwrf |
| Aithaiboesa | | Horse | | Invader |
| Oihiu | Nuuvi | | Chaos Dwarf | Macedwarf |
| Wene | | Horse | | Invader |
| Yetrdth | Brtxshshchyc | | Chs Dwr | f Mcdwrf |
| Gor | | Horse | | Invader |
| Heicia | | Chaos Dwarf | Macedwarf | |
| Arajihuda | | Horse | | Invader |
| Xaysecku | Ljuni | | Chaos Dwarf | Macedwarf |
| Ucsiksim | | Horse | | Invader |
| Nelare | Sinittiiben | | Pssssd Dwr | f Mcdwrf |
| Urist | | Horse | | Invader |
| Tellick | Lxemmutute | | Chaos Dwr | f Mcdwrf |
| Kosoth | | Horse | | Invader |
| Iijuuyi | Ruushpeof | | Chas Dwr | f Swrdmstr |
| Kabu | | Horse | | Invader |
| Yebmez | Naykozcnsh | | Chs Dwr | f Swrdsdwr |
| Oeyi | | Horse | | Invader |
| Ilasima | Eddrddyfma | | Chs Dwr | f Swrdsdwr |
| Peshukub | | Horse | | Invader |
| Bryeprey | nth Vjnby | | Chs Dwr | f Swrdsdwr |
| Athacoo | | Horse | | Invader |
| Avatota | Era | | Chaos Dwarf | Swordsdwarf |
| Jedetofa | | Horse | | Invader |
| Ah_eraog | uaar_a | | Chaos Dwr | f Swrdsdwr |
| Ofore | | Horse | | Invader |

)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 24, 2014, 11:34:19 pm**

You had gotten the last new empty bin (a masterwork made by Titus,) and were filling it with the many spare leather shoes that were sitting in the leatherworks when the soldiers were assembling.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 25, 2014, 01:07:23 am**

This one is a little long

Spoiler (click to show/hide)
Merchantile Report- Obsidian through to Hematite

Chaos Dwarves! Upon hearing the call to arms, I dropped what I was doing ("Talonis, that's a masterwork right there! Treat it right or you'll be Xelics bait!" Titus, in my opinion, needs to relax and get bloody drunk.) scrambled to the surface. By the time I'd got there, someone had already started selling concessions! I set up a betting pool and won myself a few extra bottles of Moonglow, much to many a dwarfs resentment. If they didn't want to lose it, then they shouldn't have placed a bet!

Those dwarves, however, didn't bode well for me. What I saw in their eyes...

While this was going on, I noticed Splint arguing with one of those hippies. He looked quite livid, I didn't know a dwarves' face could turn so red. Personally, I don't mind them as long as they are fighting against those pestilent Xelic. They'd make excellent diversions while we sneak up behind those roaches...

One of our own managed to die of natural causes, a rare occurrence in this day and age. Her service in the peacekeepers will hopefully inspire all who come after. Maybe word of this will spread, and attract migrants and refugees.

Now the damned Cockroaches are attacking us! Splint won his bet, but how on earth was I to know they'd be arrogant enough to walk into our traps? Did they not see the sign reading "Don't walk on these here traps, with all the bloody (literally) arrows?" Talking over Trade Agreements with the Frost Giants and Hobgoblins was... enlightening, to say the least. To think that the arrogance of those insects would make us ally with our former mortal enemies! [That's what the Frost Giants are supposed to be, right? Or am I thinking of Masterwork?] The trade agreements were quite good, to- they really want to make a good impressions, figured I might as well take advantage of it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 25, 2014, 01:13:31 am**

Until we know how armies will work Frost giants (and Dyansauri) are minor trading partners in Civilization Forge. I like to imagine they're much calmer sorts compared to relatives in the masterwork regions. And we didn't manage to trade with them last Obsidian due to the chaos dwarves, but diplomats from both the giants and hobgoblins came around.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 25, 2014, 01:17:55 am**

Changed "Trade" to " Talking over Trade Agreements"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 25, 2014, 05:38:51 am**

Death from old age? What is this, Flarechaneled? Also, it might be a good idea to build a retractable brige somewhere in the midpoint of the ditch, to act as a protective roof for the times when you need things dropped there.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 25, 2014, 11:14:14 am**

Quote from: Splint on January 25, 2014, 01:13:31 am
Until we know how armies will work Frost giants (and Dyansauri) are minor trading partners in Civilization Forge. I like to imagine they're much calmer sorts compared to relatives in the masterwork regions. And we didn't manage to trade with them last Obsidian due to the chaos dwarves, but diplomats from both the giants and hobgoblins came around.

Yeah, technically Dyansaurai, Frost Giants, and Hobgoblins are all Evil Races. They used to be one of the enemy race options back when the game just picked a single evil civ to attack your fort, but since some update or another a long time back it all got shifted to diplomacy.

In any case, all three of those were ones I decided should have cultural and ethical differences from dwarves enough that being at war with them is a distinct possibility, but they're also all civilized and willing to trade when not at war, so it's just the current snatcher cultures that are always evil (Goblins, Chaos Dwarves, Violet Xelics, Bugbears, and Sand Raiders). Frost Giants are more proud and uncaring about 'lesser' races than they are truly evil, although they're still fine with concepts like torture and slavery. No worse than many human civilizations in real life, though, and they take honor and law very seriously.

Very interested to see how the new dynamic world stuff effects all of that, but I imagine it'll be at least another major release after 2014 before I get any fine control over the races and diplomacy.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 26, 2014, 02:23:47 am**

Quote from: TalonisWolf on January 23, 2014, 02:54:18 pm
I think you mean 'Military *Coup*'

Yeah, thank you, didn't notice that. :)

Here's the new story:

*...- There they are! Quicky, follow me! - Lizard grabbed her squadmate's by the shoulder and rushed towards the gates. Col. Splint was already there, gathering his troops next to the entrance. Cazadors, Hammerheads and Wolverines were already there, waiting for his orders. Some of the Goannas were also standing there, easily distinguishable by green crests on their helmets.
- Doren! You are leading the assault, you hear that? Goannas! GOANNAS! Where's Lizard? - Colonel searched for one of his subordinates and quickly found Lizard standing near the doors. - I need your hoplites to guard the entrance!
- Yes, sir! - She turned to her squad - You heard him, ladies and gentlemen! Form a phalanx, now!
The hoplites took their positions, pointing their long spears at the gates. The other squads ran outside, ready to fight the enemy.*

Few minutes passed, and the battle started. Cazadors and Hammerheads pierced through enemy ranks, easily driving them away from the fortress. Wolverines provided covering fire, shooting the attacking trolls, Some of the large monsters managed to reach the doors and started battering them.

- Hold the line! Raise your shields! Stand true, my fellow warriors! - Lisard aimed her spear at the door. Finally, the trolls smashed the gates open and stormed into the fortress. The leading one was quicky impaled on spears, but they did not even notice that, pushing his body aside and rushing forward. The hoplites divided into groups, dispatching some more of the large monsters.

- They are retreating! Attack! - Lizard ran outside, trying to flank the fleeng cavalry. In the noise of a battle, only one hoplite heard her and followed her to the doors.

This is a leather-bound notebook. Most of it's pages are made of papyrus. It's pages are covered with a large number of doodles and scetches drawn with dimple cup and blade weed dye, depicting dwarves, humans, elves, xelics, tigersmen, mechanisms, buildings, etc. It also contains journal entries and useful information on tigersmen society.

From the diary of Lizard, chief construction worker:

Now I can finally write down the events of the past few days. It still feels uncomfortable to hold a quill, but Parson says that my hand will heal up eventually. He did a good job suturing my palm. Selore was also there, helping me to keep short logs on the mining and building processes. She looked bit sad about that scratch, but I assured her it was nothing really serious. Splint also dropped a visit yesterday, commending on how the hoplites did their job. I was pleased too, actually - my squad was defending the entrance, and they did good fighting against trolls. We also managed to hunt down the one of the enemy generals. Glasseye and I ambushed him in the bushes. He's the one that injured my hand, actually. The good thing is, although I lost hold of my spear, I did not drop my shield. Hoplite should never lose his shield - His armor protects him, but his shield protects his squadmates.

Oh, and one more thing... Although the chaos dwarf general did not scream or anything when he got wounded... Right before I bit him... He mumbled something. I'm not sure what did he say, but... I heard him whispering "help me".

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 27, 2014, 08:25:39 am**

Alrighty, pretty sure all is up to date. Just for the record, I keep imagining the music ED-E from new vegas plays when he detects an enemy every time I think of the Goannas heading into their first real battle. :P

Once I'm done fiddling with a set of raws for a mod (yay political upgrades!) I'll get started on a new update.

We bought a small nest's worth of giant ants and Nuri set some trainers to prepare them for battle. Not long after the little buggers picked a spot and carved out a spot to start building a nest! I've put in for some spare mechanisms so we can rig some traps up where the things dug an extra entrance.



The Upper hive, dear journal. At least that appears to be it since all the soldiers and workers are here. There's also the back entrance the little buggers made, which has already had a visitor in the form of a dead snatcher.



The lower Hive, where the drones and queens are. It appears this giant breed of ant's drones perform t the role of guardians for the queen along with mating with the queens.

[Of course I dug this, but for story purposes the ants did it :P]

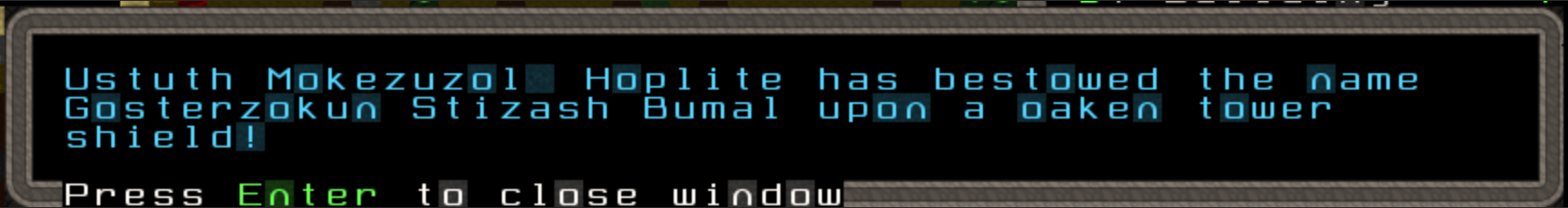
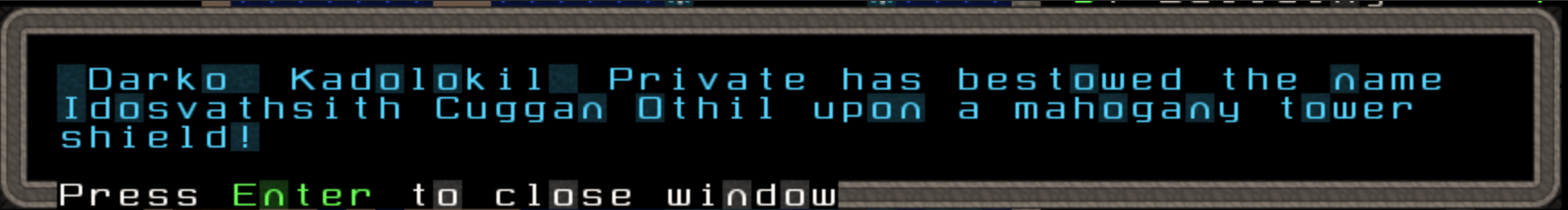
I figure we can make use of the ants nesting here and start laying out cage traps around the countryside to get us some prisoners. Strip them of their weapons and armor, toss them in and if they can get by the ants and traps, then they can go free.

More migrants, oh and a potash maker's been out hunting giraffes and failed to kill any but did grievously injure some.

An older fellow named Litast Silverperplexes volunteered to join the Bugbats. Says he'd like to spend his twilight years doing something more honorable than wax working. Two out three members of a tiny family also joined the Cavern guards: Kol Tunnelpaddled joined the Bugbats and his son joined the Cave Dragons. Shiner's younger brother Luster and his family also arrived, and he was directed a room near the hospital worker quarters. Evidently their parents had a thing for names like that.

There was also an artilliarist by the name of Reg Brightboat who came bearing a letter from the head of the Engineer's Guild. Apparently word is getting around back south of the obvious favor being shown other guilds and we can expect royal mandates to construct more damned guildhalls. He also had his own letter requesting and citing why we should build a hall of death – specifically one based on use of ballistae and upright stakes.

15th Galena, 232



Darko named his shield, as did one of the Hoplites, and work on the palace is progressing smoothly. The bottom floor is complete, and the king's chamber is carved out. I talked to Solon about how we're doing for fuel and and told me we were starting to run low but have some lignite and coal still waiting to be used and we can strip out the vein in the council chamber if needed, and that there wasn't enough beds for new arrivals either and a small expansion of the residential district is necessary.

It's just about war season, so having plentiful extra dwarves to clear up the inevitable wagonwreck of corpses and gear is a good thing. Current population is sitting at 196, though I expect a handful of deaths from old age in the near future.

19th Galena, 232

The humans have arrived, and with them I've decided that we need to start doing seasonal patrols and marked out a patrol route around the perimeter. The Ripperjacks and Wolf Spiders will take the Summer and Winter patrols while the Cazadors and Hammerheads will take the spring and autumn shifts.

Evidently the patrol route was a good idea.



The Ripperjacks went out through the processing center and were immediately set on by the xelics. Again. Fucking bugs. Since the Wolf Spiders were taken off duty thanks to a misinterpreted order, I sent the Goannas to tie up this second group while the Ripperjacks were running down the straglers of the first. After the battle was over, The Goannas were assigned to caravan watch duty and the doors to their barracks through the processing center locked to dissuade all but the craftiest of kobolds.

-



The patrol route continues to find more invaders and dispatch them with haste. I guess it was a good idea! I even got a new report as I write this!



| | | | |
|--------------|-----------------|----------------------|---------|
| Miseh | Lehidetbrikefaf | Sand Radr Mcmn | Invader |
| Heoshiadoek | Giant Skunk | | Invader |
| Tizen | Atorenir | Sand Raider Maceman | Invader |
| Thas | war Giant Tiger | | Invader |
| Rusotoo | Avalacojaoralwb | Snd Rdr Mcmn | Invader |
| Kaitoa | Giant Skunk | | Invader |
| Smunstu | Stestrakuslot | Sand Radr Mcmn | Invader |
| Ashoshasowoo | war Giant Tiger | | Invader |
| Ihilatahe | Aniyoaohohahh | Snd Rdr Mcmn | Invader |
| Ongas | war Giant Tiger | | Invader |
| Necar | Ustolmistrum | Sand Raider Macm | Invader |
| Bidashata | war Giant Tiger | | Invader |
| Nucoyikii | Drobekaca | Sand Raider Mcmn | Invader |
| Mukca | war Giant Tiger | | Invader |
| Rihed | Riderthechevad | Sand Raidr Mcmn | Invader |
| Ugsnor | Giant Skunk | | Invader |
| Bidashata | Nelashvhdhx | Snd Rdr Mcmn | Invader |
| Ebocadou | Giant Skunk | | Invader |
| Usesazewa | Eriwaouderixe | Snd Rdr Mcmn | Invader |
| Lisicojoe | war Giant Tiger | | Invader |
| Nikamowich | Vishthewim | Sand Radr Mcmn | Invader |
| Ik | ahaa | Giant Skunk | Invader |
| Awanona | Ishathovoeihawm | Snd Rdr Mcmn | Invader |
| Udeh | Giant Skunk | | Invader |
| Yajin | Toziriyecax | Sand Raider Macm | Invader |
| Drethish | Giant Skunk | | Invader |
| Utost | Ugsnorakusm | Sand Raider Macem | Invader |
| Kycychyd | war Giant Tiger | | Invader |
| Thesimupamah | Kiyindrec | Sand Rdr Mcmn | Invader |
| Eyagug | Giant Skunk | | Invader |
| Akon | Xobstratab | Sand Raider Pikemstr | Invader |
| Eshomatoroe | Giant Skunk | | Invader |

Well. That's new.

[The sand raiders threw two rather large squads at us and a third that bugged off without really fighting, and again due to skiddish mounts our guys are chasing them all over the place. And I couldn't keep track of anything at that point. Anything that can be used as a mount really needs the [LIKES_FIGHTING] tag so they don't go scattering just because there's a hostile nearby while the riders want to fight, because this is irritating.]

20th Galena, 232

Tragedy has befallen the Goannas. Lizard was shot and killed by a sand raider archer yesterday in the chaos of the ambushes. Her squad moved to engage the sand raider bowmen and their mounts when they sprang on Sergeant Oddom, and while she was distracted by one of the archers, another had made it's move and shot her in the head from behind.

The Sergeant blocks The flying ({iron arrow})!
The Sergeant jumps away from The flying ({wrought iron arrow})!
The Sergeant stabs The Sand Raider Bowman in the left foot with her
(*incendium spear*) fracturing the bone!
Many nerves have been severed, a ligament has been torn and a tendon has
been torn!
The (*incendium spear*) has lodged firmly in the wound!
The flying ({green copper arrow}) strikes The Sergeant in the head from
behind, bruising the muscle, fracturing the skull and bruising the brain
through the rope reed fiber hood!
→Lizard Razotshorast Sergeant has been shot and killed

Not long after Hoplite Meng was killed as well. However, Glasseye was quick to avenge Meng's death, and Zon slew the raider who'd distracted Lizard.

The Hoplite stabs the Sand Raider Bowman in the left hand with his (incendium spear) tearing apart the muscle through the (large alpaca wool left glove)! An artery has been opened by the attack! The Hoplite blocks The flying (iron arrow)! The Hoplite stabs The Sand Raider Bowman in the left lower arm with his (incendium spear) fracturing the bone through the (large sheep wool robe)! A ligament has been torn and a tendon has been torn! The war Giant Tiger charges at The Hoplite! The war Giant Tiger misses The Hoplite! The war Giant Tiger collides with The Hoplite! The Hoplite is knocked over and tumbles backward! The war Giant Tiger strikes at The Hoplite but the shot is blocked! The war Giant Tiger scratches The Hoplite in the head from the side bruising the muscle, shattering the skull and bruising the brain through the rope reed fiber hood! →Meng Sengkogan Hoplite has been struck down

And soon after that, Hoplite Ustuth was killed as well. Sergeant Oddom also suffered in the battle, having had his left hand and a good bit of his left leg ripped off by one of the sand raider tigers. Personally I think he deserved it; there is plentiful armor for those areas laying around that could have easily prevented those injuries.

→The flying (green copper arrow) strikes The Hoplite in the head bruising the muscle, fracturing the skull and bruising the brain through the cotton fiber hood!

The Sergeant hacks The war Giant Tiger in the left front paw with her Fazisunol tearing apart the muscle! The war Giant Tiger bites The Sergeant in the left hand tearing apart the fat through the x(pig tail fiber left mitten)x! The war Giant Tiger latches on firmly! The Sergeant is no longer stunned! The war Giant Tiger misses The Sergeant! The Sergeant loses hold of the x(pig tail fiber left mitten)x The Sergeant loses hold of the x(sheep wool left glove)x The war Giant Tiger shakes The Sergeant around by the left hand and the severed part sails off in an arc! The left hand is ripped away and remains in The war Giant Tiger's grip! The war Giant Tiger bites The Sergeant in the left lower leg tearing apart the fat through the bobcat leather trousers! The war Giant Tiger latches on firmly! The war Giant Tiger scratches The Sergeant in the lower body bruising the muscle and bruising the stomach through the bobcat leather trousers! The Sergeant loses hold of the alpaca leather shoe The Sergeant loses hold of the cotton fiber sock The war Giant Tiger shakes The Sergeant around by the left lower leg and the severed part sails off in an arc! The left lower leg is ripped away and remains in The war Giant Tiger's grip! The war Giant Tiger scratches The Sergeant in the right upper arm

Zon would not let either her comrades or her mentor's deaths go unanswered, and slew the raider responsible for both Ustuth and Lizard's deaths; He was the only one in the group with green copper arrears and a total of 7 were not in his quiver when we inspected the bodies: 2 in the tree near Lizard and 1 in her, 2 in Ustuth, and 3 in the dirt around the battle site. After sifting through what appeared to be rosters and equipment manifests and having a human merchant translate it, the slayer of our kin's name is Suujuo Obscureweights. Zon ran him down before he could escape, his mount having already been slain by Ustuth.

Sergeant Nish also acquitted himself well. A panicked giant skunk had apparently forced it's way through a door left slightly ajar in blind fear of the hoplites, and its rider decided to roll with it, Shooting the weaver Chaosmaker and the Bowyer Ezum but thankfully not killing them. Nish, despite being a poorly trained soldier right now, killed both the said raider and giant skunk alone. Coupled with the Hammerheads reinforcing the Goannas, the survivors finally gave in and fled the battle.

In all, we lost four warriors: Sergeant Lizard, Hoplites Meng and Ustuth, and Sergeant Oddom who was found dead, having succumbed to his wounds.

→Oddom Ostast Adilrab Kebul Sergeant has been found dead

Meanwhile trade went otherwise unmolested. The xelics pitched a fit over a beat up old leather glove that had been stuck between two suits of salvaged lamellar armor so Talonis insulted them in what sounded like Vamari, punched the caravan master in the face, and took all their food at crossbow point. When asked what the meaning of that was, she told them she wasn't going to put up with their shit just because they saw a piece of leather clothing not even meant to be sold to them.

I've put in the order: one steel and two iron sarcophagi. Oddom insisted on using an Iron one as he was only a replacement, and as such is already able to be interred.

-

Another ambush party was spotted, however it quickly fled the battle save one raider and mount who got cornered by the Ripperjacks.

23rd Galena, 232

The remaining Goannas and the Hammerheads are on watch for the clean up of the fallen, the Ripperjacks and surviving Wolf Spiders continuing on patrol to make sure there's nobody else sneaking in the bushes.

While the 20th was a grim day, I doubt it'll impact the decision of King Willcloister to arrive next year.

This one's a shorty boys and girls, due to it being laden with tragedy! The Goannas suffered 50% casualties, with Lizard being among the dead. I'm also going to consider the job of Wolf Spider sergeant or possibly The Celebrated Soul cursed if the next sergeant dies in less than two years, because I'm pretty sure we've lost the sergeant within two years twice now. On the upside, our comrades didn't go unavenged as all responsible for their deaths, a tiger and one Suujou Obscureweights were slain before they could escape. Honestly it's to be expected, as the Goannas were our worst surface melee squad in terms of training, even if they were well above what enemy melee troops could throw at them. Bit of it though was that all three dead Goannas did have helmets, hoods, and mail coifs. Guess it hit just hard enough to get through. Zon also seemed to make a point of making Suujou's death slow and horrible: Popped out his guts, crippled his legs, and pierced both lungs before finally finishing it with a boot to the head (after a half a page of punching, shield bashing, and stabbing him in various places.)

We've also pissed off the xelics again, because what I thought was a chaos dwarf's metal cap was actually a peafowl glove and accidentally tried to trade it, so I took the shit I wanted and told them to fuck off. We may end up fighting a war whether we want to or not at this rate. Also, I managed another first! I actually made use of a patrol route for the first time, and it worked out amazingly well! Well, except for the whole "it got four dwarves killed" part.

Amazingly, the deaths didn't cause much of a dent to morale so deaths aside we did well. Just wanted to get this out there quick as I could!

EDIT: I forgot the images of the ant nest. I'll get those in shortly.

EDIT II: Added the ant hive images.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 27, 2014, 05:18:40 pm**

I like the idea of the ant nest :)

I was wondering how long it would take before we actually had a battle turn badly for us. Figures it'd be the Sand Raiders. Bastards always manage to cause me more problems than anyone else, even though they don't really have anything special about them.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 27, 2014, 05:23:59 pm**

I think it was more the combination of skiddish mounts and archers than anything. The skunks' AI would make them move to a minimum safe distance and the archers would just shoot away, while the ones riding giant tigers were slaughtered rather quickly. And yeah, but it could have been way worse on the casualty front. Considering the size of the two squads that actually stood and fought, two wounded and four dead isn't too bad.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 28, 2014, 04:22:31 am**

Ugh... I though my dwarf would do better than that, but... Well, too bad. Seems that hoplites were not really successful. It does not go with the idea of heavy defensive squad, exept for the fact that they did protect the fortress from the assault.

What would you do to the rest of Goannas? Disassemble the squad or leave them be?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 28, 2014, 05:19:07 am**

Quote from: Monitor Lisard on January 28, 2014, 04:22:31 am

Ugh... I though my dwarf would do better than that, but... Well, too bad. Seems that hoplites were not really successful. It does not go with the idea of heavy defensive squad, exept for the fact that they did protect the fortress from the assault.

What would you do to the rest of Goannas? Disassemble the squad or leave them be?

It was more bad luck and botched equipment pick-up than anything that killed half of them. The looted steel (both crucible and normal) lamellar armor they were using stopped damn near everything that came at it, but they insisted on using salvaged junk helmets rather than the ones the forgemasters made for them and I must have forgot to set the uniform to exact matches because most of them refused to equip gauntlets and boots because they had gloves and leather shoes. This is the same thing that killed Oddom.

Anyway, I may restore them to full strength and fortify the back entrance against trolls until the whole squad is up to snuff and ready to reap a hefty toll in blood from the sand raiders in Lizard's memory. And make sure the goddamn Sergeant for the wolf spiders is properly armored so the next one doesn't get his or her limbs torn off by a tiger.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 28, 2014, 07:39:50 am**

Did any of the Sand Raiders managed to escape?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 28, 2014, 07:42:13 am**

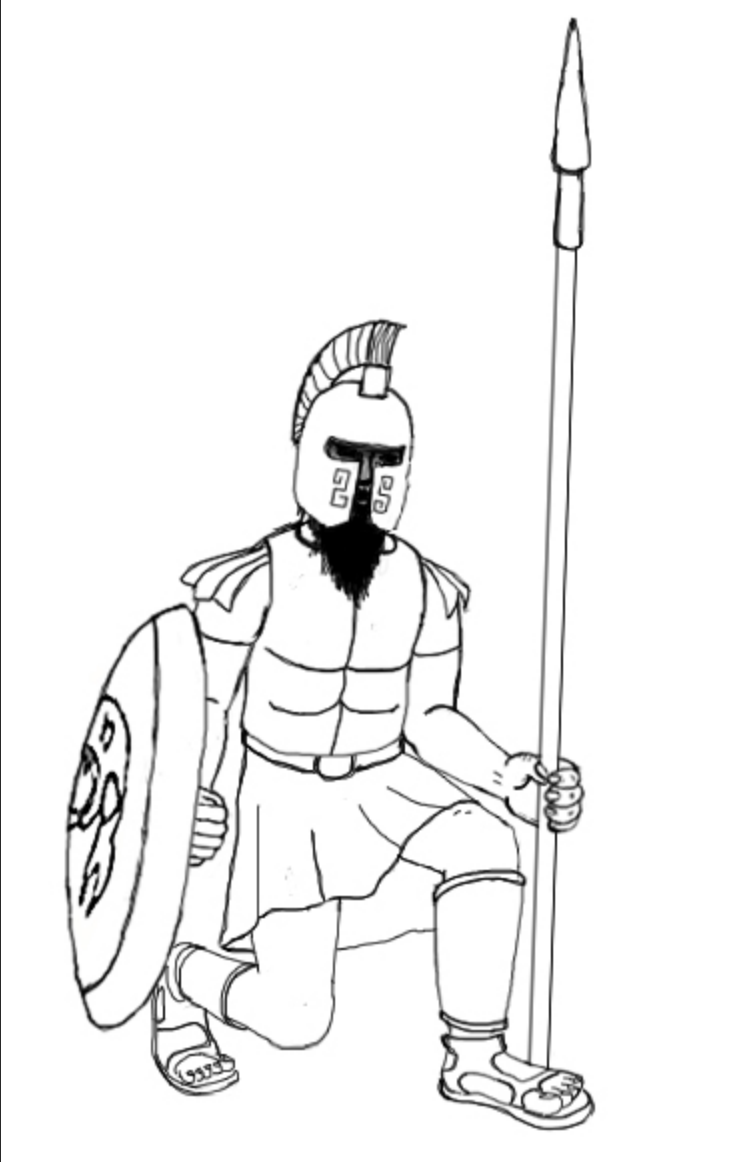
Quote from: DreamerGhost on January 28, 2014, 07:39:50 am

Did any of the Sand Raiders managed to escape?

Quite a few did escape but only because thier giant skunks ran faster than our soldiers could, but the tiger and raider responsible for killing Lizard, Oddom, Meng, and Ustuth were brought to vicious justice by the surviving hoplites.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 28, 2014, 10:20:11 am**

Here's a picture of a hoplite. Did not turn out as well as I had expected, but here's it anyway.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Hoplite.jpg.html>)

By the way, what are the names of the remaining members of Goannas? Zon, Glasseye, and one more dwarf, right?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 28, 2014, 04:05:29 pm**

Correct. We have two Dorens in the military: one male, leading the Ripperjacks and one female, a surviving Goanna.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **TalonisWolf** on **January 29, 2014, 09:29:24 am**

Quote from: Splint on January 27, 2014, 05:02:49 pm

Sergeant Nish also acquitted himself well. A panicked giant skunk had apparently forced it's way through a door left slightly ajar in blind fear of the hoplites, and its rider decided to roll with it, Shooting the weaver **Chaosmaker** and the Bowyer Ezum but thankfully not killing them. Nish, despite being a poorly trained soldier right now, killed both the said raider and giant skunk alone. Coupled with the Hammerheads reinforcing the Goannas, the survivors finally gave in and fled the battle.

Chaosmaker... Chaos Dwarves... anyone else making the connection?

Spoiler (click to show/hide)
Merchantile Report

Hematite

Those ants we got are digging a home for themselves, and work is being done to train them in the art of war. Hopefully, they'll rip the Roaches to shreds.

Malachite

More Guild dwarves?! This is a mixed blessing, but I personally stand to gain *quite* a bit of wealth from their prescence. Hopefully being more lenient towards the Overseer's personal trade requests will encourage him to see things my way...

The Artillerist who arrived suggested the use of a stake bridge and ballista entrance trap... the resources and required is extreme, but if we pulled it off... Hmmm...

Galena

Splint started seasonal patrols in order to protect the caravans, to great and immediate success! We've forced off to ambushes, although that second one was more like a siege... those sand raiders are getting too bold for my liking. First significant casualties, but defeating the Xelics was almost worth it.

I, and many others, look forward to a nice bath... may Armok's wrath strike upon all Skunks! However, it's invasion of our home brought my attentions upon a possible threat... Chaosmaker. Chaos dwarves and now a Chaosmaker? My suspicions are peaked, but for now I'll confine my fears to these official report-grade stone slabs. I will be keeping a eye on that dwarf, two when I can manage it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 29, 2014, 12:07:46 pm**

Surely you aren't suggesting we've a traitor in our midst? :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 29, 2014, 12:49:44 pm**

I'm planning to get the next part up tomorrow.

Spoiler: Hunting for grains of sand. Part 1 (click to show/hide)
I looked around the battlefield. Most of the sand raiders were dead, as well as their mounts. Few lucky ones were running away towards the forest. They had employed cunning tactics of shooting from top of their mount's backs while riding away from our infantry. In the end, they met the same fate as all of those that attacked Ozkakurrith: defeat at the hands of our warriors. I turned away from retreating enemies, and back towards the fortress. A warm steak and a strong drink would really hit the spot right about now. Then I noticed a mild

commotion in the battlefield. I walked towards one of the groups of dwarves scattered about while my mind processed the lack of victory cheers. I pushed one of the soldiers aside, and a horrific sight opened before my eyes. Sergeant Lisard lied dead in a pool of her own blood, arrow poking out of her skull. Quick look around the battlefield confirmed three more dead. This was dire; I had no time to lose. My eyes wandered around, searching for overseer. He was standing next to Oddom, who had died from wounds. I quickly ran towards him.

"I'll need to go after them." These words caught attention of nearby dwarves, some started murmuring, I even overheard someone calling me a "hotheaded moron".

"This isn't about revenge you fools. Not only about revenge. Up until now, this fortress could have been seen as invulnerable, we hadn't lost a single soldier in a fight. Mere rumors of this staved off many from attacking. But these sand raiders got four of us, including two sergeants. If they live to tell the tale, numbers of those that attack us will double over a year."

Splint seemed like he had given this some thought himself, as he looked at me and simply stated "They were all mounted".

"It is evening, and they have an hour of sunlight at most. Their mounts and raiders themselves will be tired out by the battle; they won't be able to run far before the night comes. Besides that, they won't be running away as sneakily as they came, their beasts should leave a large trail behind them."

Another wave of murmuring washed over surrounding dwarves, this one more concerned about the number of those that escaped. Overseer thought for a bit, then looked at me and gave me a supportive nod.

"All right then. Do we have someone here who is good at sneaking?" A few dwarves slowly raised their hands."If you are not certain about it, then you are not good enough. We can't go in with a squad looking too strong. If even one of them escapes, tale of our efforts to preserve the illusion of invincibility will spread far and wide. You there." I said to two of the hammerdwarves. "I'll need your rations of food and booze. Just get fresh ones after you go back to the fortress. I'll also need..."

I ended up with ditching half of my armor, every other piece was left behind to reduce weight and stop separate pieces from hitting each other. Being too noisy was not something I could afford. I also found some small knives on the killed sand raiders. Nothing fancy, but throwable. I kept my shortsword Udisttashem. The silliness of the procedure in which a name is picked for this sort of thing still baffles me. I also had a hastily constructed bag with food and drink. It's not like that sand raider needed his cloak now anyways. Within this bag, there also was a pack of kolero grass, a rare source of hallucinogenic poison. When going in battle outnumbered, it paid to be prepared.

If I am presuming too much (or as it is far more likely, too little) about those concerned, please tell me, and I'll rectify it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 29, 2014, 12:57:51 pm**

Seems fine to me, though Lizard is female, not male.

EDIT: For reference the largest group (5 raiders and 5 giant skunk mounts,) fled north towards the coast. There were other stragglers who otherwise scattered in all directions once the battle went south for them, 3 or 4 if memory serves and there's no way to hunt them all down. That larger group though will be easy pickings for a skilled sneak.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 30, 2014, 03:55:00 pm**

Curse you Splint, teling truths that interfere with my plans. The fact that only a small group escaped and your saying about them posibly taken care of by a skilled sneak kind of messed up the idea. Now it is a mix of my old idea and your sugestion. Story will be longer, but I'll post tomorow. If you plan to do an update before that and feel like including a note about it in your journal, story!Dreamerghost comes back victorious, but a bit more stabed than before. Nothing our good doc Parson couldn't fix.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 10:15:44 am**

25th Galena, 232

Degel Sealpaddled volunteered to replace Oddom. I asked if she was sure, and she said she was. Said that we had enough hive wardens and Nuri wouldn't miss her if she enlisted. Besides, someone has to go out and get The Celebrated Soul before the kobolds try to swipe it. She also tells me she was once a marksdwarf so military life isn't foreign to her.

Dreamerghost has also decided upon a small independent venture. He's already left, tracking the larger group of stragglers north into the forest towards the coast of the great lake. I pray to Amas, Kerlig, Utost, and Limar he makes it back safely by Autumn's end.

26th Galena, 232

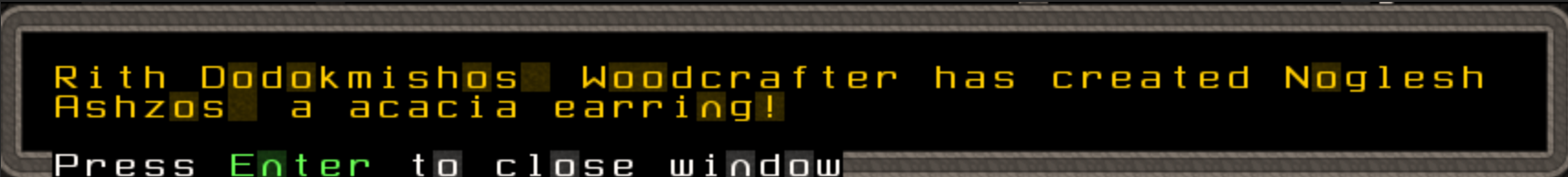
Someone had evidently started work on some inane project. Dunno what it is, just keeps muttering some nonsense.

1st Limestone, 232

The "dry season" comes, so that means we need to get some goods ready to offer to the caravan to give the king. We have several chests of minted coin, so I think we'll offer those to cover the king's travel expenses.

The patrols are coming in now, and I've put out a call for volunteers to bring the Goannas back to full strength. None have answered so far. I... I don't blame them, considering the Goannas lost more dwarves than we have in months.

2nd Limestone, 232



Bleh. Another stupid trinket. On the upside, the council meeting chamber is finished, though I had to designated it as a public dining area as well; what possesses dwarves to insist on using the rooms not designated for public use is beyond me, but I couldn't just lock to doors as there were too many dwarves in there when it was finished.

13th Limestone, 232

There was a construction accident at the palace. Nobody was seriously injured or killed thank Amas, but still just means we need to be more careful.

19th Limestone, 232

Another chaos dwarf snatcher was spotted, this time by one of the bone carvers getting supplies. Glasseye was quick to put the would-be kidnapper down while Zon locked the doors (she was on her way into the barracks but shut both doors and locked them to cut off the snatcher's escape.)

26th Limestone, 232

Migrants have come, amazingly enough, among them another Forgemaster, an armorer by the name of Ward Mythboat. She'll be a welcome addition to our ranks of Forgemasters. We now sit at 201 citizens, who would have thought that this piddling little trade outpost would host such a large number of dwarves?

4th Sandstone, 232

Another damned construction accident. A miner named Onol woundup shatted every bone in her right arm when she removed a bit of rock from the side of the palace. Evidently she was never told the access grate won't hold up the damned patch of stone she was on and it went crashing down. However, the two incidents gave the miners an idea they ran by the rest of us in the council to clear out a huge chunk of stone in one shot. I told them to hold off on it until the engravers are finished working on the upper level of the palace. Don't want anyone getting crushed on their way home do we?

-

A section of the cavern has collapsed!
A section of the cavern has collapsed!



WHY DIDN'T THEY LISTEN!?

The hunk of stone they intended to remove wound up punching right through the damned roof of the bank! Miners Chryso, Olin, and Bomrek, A bowyer named Rith and a stone mason named Asmel were almost killed, a new arrival named Dastot was injured, and again HOLE IN BANK. I told them to wait, I fucking told them to wait!

Not even an hour afterwards Onion went to try and finish the job, and now she's in the hospital as well with several broken ribs... Gah, we never had these sorts of accidents when Lizard was around...

11th Sandstone, 232

Kulet Tosedavuz Administrator has given birth to a girl

Asahar Erithanriz Woodcutter No Job (Chained)

One of our citizens gave birth today, to a bubbly (if pudgy,) baby girl. The whole family is incredibly pleased by this. And I found out that one Asahar Laborsky was arrested without my being informed. Evidently Zacen had asked for some toy axes (again) and it went ignored. Better than him getting bludgeoned with a wrought iron mace though. He's going to be serving just over two months in prison.

19th Sandstone, 232

I just had a flash of complete brilliance. The use of bolts both broad and normal are restricted to the Wolverines and Bugbats. However, we have copious amounts of bows and arrows laying around and many dwarves who would like to hunt in their free time and no shortage of obnoxiously large birds for them to shoot.

I've put out word all citizens may have free use of any bows and arrows laying around if they would like to hunt. I've also made sure that the Bugbats have the proper munitions assigned to them (they didn't, but this has be rectified.)

Also a former axedwarf named Alath Ownedmerchants has volunteered to lead the Goannas in battle. It was simple bad luck that got so many of them killed last time and he's willing to put himself to use; he cited that it was mainly the lack of work for a wax worker that drove his enlistment. I do admit that that's partially the fault of production, as we simply lack the jugs to properly harvest hive products, much to Nuri's frustration.

21st Sandstone, 232

The upper levels of the palace have been completed, minus furnishings. The middle areas are now being excavated and thankfully unless there's some kind of freak incident with some sort of creature hiding in the stone like the metalwraiths of old.

1st Timber, 232

It's now our turn to head out on patrol. Dreamerghost returned several days ago (the 23rd I believe,) and while Parson had to remove several shoddy sutures and restitch and dress the several stab wounds he had it's nothing life threatening and shouldn't scar much, if at all. He hunted down the group that fled north and returned evidently, so if nothing else word of last season's minor debacle should spread more slowly. He'll even be ready to join us on patrol by sun-up tomorrow!

Asahar is doing alright, last I checked. She's been brought food and drink regularly and her pet peahen was permitted into her cell with her, keeping her spirits high.

14th Timber, 232

The daily patrols have turned up nothing so far save for tribals we've taken to killing to occupy ourselves on patrol, however the caravan from south is here so that's bound to change soon.

18th Timber, 232

92 The Enemy Is Upon Us!
A vile force of darkness has arrived!

| | | | | |
|-------------|----------------------|---------|-------------|---------|
| Dajugaru | Aporopoabejasu | Bugber | Sprmn | Invader |
| Oujoi | Opeuwuheerouy | Bugbear | Spearman | Invader |
| Amer | Temixaavihatema | Bugbear | Spearman | Invader |
| Evanaxo | Ihoheetuhethusibi | Bgbr | Sprmn | Invader |
| Yaed | Thaomyaed | Bugbear | Spearman | Invader |
| Sha | La m eshaeohe d | Bugbear | Spearman | Invader |
| Libash | Anamnalthish | Bugbear | Hmmr Lrd | Invader |
| Dothrem | Mogsuton | Bugbear | Spearman | Invader |
| Heanoash | Laasaamail | Bugbear | Spearman | Invader |
| Edir | Irtirum | Bugbear | Spearman | Invader |
| Laabaakii | Boebeivyidaa | Bugbear | Sprmn | Invader |
| Shuonaosaos | Doithoosaaslh | Bgbr | Sprmn | Invader |
| Yuum | Iohyeosaim | Bugbear | Spearman | Invader |
| Stasost | Uspad | Bugbear | Spearman | Invader |
| Ateda | Uliaovi | Bugbear | Swordmaster | Invader |
| Idekenidis | Hitatylaterakuk | Bgbr | Bwmn | Invader |
| Otethi | Ithdrijihiba | Bugbear | Bowman | Invader |
| Lodraz | Ospmuwi | Bugbear | Bowman | Invader |
| Carahoso | Hafofouadipuh | Bugbear | Bwmn | Invader |
| Uvuuyi | Heowoidiigiow | Bugbear | Bowman | Invader |
| Narar | Thidethudithahlanodl | Bgbr | Bwmn | Invader |
| Sio | Fuag | Bugbear | Bowman | Invader |
| Oujoi | Eemuel | Bugbear | Bowman | Invader |
| Osaregale | Abemoiebowega | Bgbr | Sprnmstr | Invader |

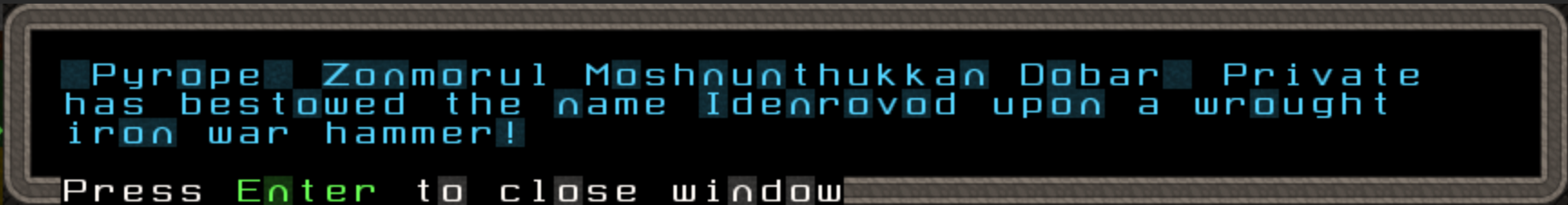
The bugbears have come for another round. We're going to meet them head on at dawn.

-

The battle went well, all things considered. Ferro was first on the scene and went after a squad of spearbears alone, killing five and wounding several before anyone else even arrived! Dreamerghost and I went after the second spearbear squad while the rest of the Hammerheads and Cazadors rushed the archers. I kn saw Thor plow right into the archers as they let fly with a third volley (bugbears are notoriously poor shots; the prior two had missed wildly or hit trees,) and I saw Dreamerghost tackle the bugbear hammerlord into a ditch. I don't know exactly what happened outside of that ditch because I was quick to dive in as well, killing a bugbear on the way in.

I was informed the while the bugbear weaponmasters failed to escape with several of their cronies who fled before the bulk of us arrived, most of the invasion force was obliterated utterly. Thor turned one's head into a soup bowl with his mighty skullcracker Roth Dan, Ferro split one's head open with his falchion, and Goden cut off the hammerlord's escape – the bitch fled the ditch once her spearbears had pulled Dreamerghost of her - shattering her knees and shield arm before delivering a finishing blow.

All of this action prompted Pyrope to bestow a naem upon that trusty wrought iron hammer he's been using. Good to know he's now fully committed to the fortress military.



Nuri and Zacen were both quick to send out salvage parties while we continued our patrol. We learned from our past mistakes and won't lead raiders have a chance to cause us grief during such operations.

19th Timber, 232

Ferro discovered a small band of chaos dwarves this morning out on patrol. Looks like our paranoia is justified. He reported a sighting of four macedwarves lead by a marksdwarf, and noen were able to match his skill at arms. Apparently his biting the marksdwarf and felling two of the macedwarves to get to him was enough to scare away the other two.

The Vamarii were sighted coming down the east road not long after, and Thor and Maskwolf discovered a squad of chaos speardwarves lead by a hammerdwarf. I saw Maskwolf land the killing blow on the leader as Thor was rushing to his aid from a fallen speardwarf. With their leader dead the speardwarves were quick to scatter.

Mad Bomber also found a pair of chaos dwarf snatchers and was quick to turn them both into a mushy paste with his hammer.

21st Timber, 232

There was a small accident trading with the vamarii. Talonis had accidentally ordered some goods carted off without exchange for them despite having marked salvage to trade for the items. It was a minor misstep so hopefully it won't damage relations too badly.

I apologized up and down to them but we had nothing on hand to offer to them to help soften the blow. Talonis admits having come to the depot slightly sober and owned up to the accident. It probably didn't help the the Goanna's were on guard duty and added a certain menace to Talonis' unintended seizure of goods.

Some of the Vamarii were understanding as accidents happen and they know we would have just killed them instead rather than bluntly take things but others simply glared angrily at me. I'm sure at least one or two Vamarii lords will send soldiers to attack us over this slight though. Some part of me welcomes that, as something other than the undisciplined rabble of the bugbears, repetitive bug raids, or heretic scum may well prove a real challenge. The rest of me hopes it doesn't come to that though.

So here's a small update for ya guys. I know it's a bit lack luster, but I'm a bit bummed out. I accidentally deleted the save for Northernshores, leaving me a bit bleh today. I had to get something out to sort-of make up for it.

We fought back a bugbear assault and the hero of the battle award goes to Ferro who demolished a squad by himself. The patrol route continues to be fruitful, as several chaos dwarves and chaos snatchers found themselves on the business end of either something sharp or something blunt and made of wrought iron. There was also the mishap with the fox-folk, due to my mistaking the buttons for the search function while on the trade screen. What would have been an amicable trade of battlefield salvage for syrup, seeds, and meats turned into an accidental theft.

Anyways, there's your update kiddies! Enjoy!

"...Lizard, ya say? That name rings a bell... Yeah, I remember now. She is my old friend... She was, actually. Back in my days, she was running the contruction workers guild in the Mountainhome.

Hey, kid, don't ya mind buying an old dwarf a good mug of rum? Name's Alligator. Gator for short.

What do I do here? You know, them in Mountainhomes are really low on fine materials... The general isn't really given to flights of fancy, he says that the kingdom doesn't have time to build glass towers and marble domes during these days. So yeah, I came here. I thought I could find Lizard and work on some building projects here. And then I found out she got herself killed in a battle with a bunch of lousy sand raiders... That is it.

What am I gonna do? Not sure yet. Probably return back home... Is there a job for glassmaker here? I've seen the windows, but I want something more, you know? Giant glass domes, maybe?"

I'd like to ask for a redorfin'g. Are there any glassmakers around the fortress? If yes, call him/her Alligator. The passage describes the character pretty much.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 11:44:14 am**

Several if memory serves. As it stands the main jobs they have is producing windows for the palace and bank. Consider it done!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 31, 2014, 12:41:51 pm**

Ah, well, a single seizure of goods shouldn't cause too many problems. Give them a decent profit next year and they should be fine.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 01:03:27 pm**

Quote from: Mephansteras on January 31, 2014, 12:41:51 pm
Ah, well, a single seizure of goods shouldn't cause too many problems. Give them a decent profit next year and they should be fine.

Yeah, that's what I'm thinking. Along with possibly a nice offering to smooth everyone's rustled feathers.

So guys, I got bored and made a bunch of joke achievements to use as milestones of crap I may or may not do.

Spoiler (click to show/hide)
-Nobility Related-
Mayoral Incumbency: Had a dwarf hold the office of mayor for two years straight. [ACHIEVED!]
From rags to riches: Elevated a dwarf into the nobility [ACHIEVED!]
Count Dwarfula: Elevated to County [ACHIEVED!]
The Highest Nobledwarf: Elevated to Duchy [ACHIEVED!]
Long live the uh... monarch!: Became the Capital! [PENDING]
Regicide: The monarch was killed. [PENDING]
King of Kings: Your monarch killed multiple enemy monarch/lord/law-giver/other officers or officials. [PENDING]
Lead by Example: Your Monarch has taken up arms! [PENDING]

-Weapons, Units, and Traps-
The Sword of Winter: Have one legendary Swordsdwarf squad. [ACHIEVED!]
The Axe of Autumn: Have one legendary Axedwarf squad. [ACHIEVED!]
The Hammer of Spring: Have one legendary Hammerdwarf squad. [ACHIEVED!]
The Spear of Summer: Have one legendary Speardwarf squad. [ACHIEVED!]
The Bolt of the High Peaks: Have on legendary Marksdwarf squad. [ACHIEVED!]
Variety is the spice of death: Had your dwarves use at least five different weapons (including at least one ranged,) to dispatch intruders. [ACHIEVED!]
Agony Automation: Killed 12 enemies using traps. [ACHIEVED!]
Mechanized Devestation: Routed a seige with traps only. [ACHIEVED!]
My closest friend: Had a dwarf name a peice of gear. [ACHIEVED!]
Many close friends...: Named gear outnumbers actual artifacts. [ACHIEVED!]
Arthropod Death Pit, Giant Ant Edition!: Built a death pit full of giant ants [ACHIEVED!]
A Giant Splinter: Killed an enemy with a ballista. [PENDING]
Rock on!: Killed an enemy with a catapult. [PENDING]
Cleansing Flame: Unleashed a magma weapon on the surface. [PENDING]
Cruel yes, Unusual no: Employed a Drowning Trap. [PENDING]
Freeze Frame Bonus: Cast an enemy force in obsidian. [PENDING]

-Justice-
Justice served: A dwarf was arrested and jailed. [ACHIEVED!]
Long arm of the law: A dwarf was beaten. [PENDING]
Capital Punishment: A dwarf was executed. [PENDING]
Rule of Law: Used the Fortress Guard to rout an invasion. [PENDING]

-Civil Unrest, Death, and Medicine-
Can't outrun the reaper: A dwarf died of old age. [ACHIEVED!]
Reaper's been busy: Several deaths by old age. [PENDING]
Worst Aid: Had a dwarf die in the hospital: [ACHIEVED!]
Temper Tantrum: A dwarf pitched a fit and either knocked something over or assaulted someone. [ACHIEVED!]
My god, what have I done?: A dwarf was mured by a tantruming dwarf or in a training accident. [PENDING]
The Peasants are revolting! And rioting too!: A fullblown tantrum spiral has hit the fortress! [PENDING]
Long road ahead: Managed to survive the spiral and are trying to rebuild. [PENDING]
Heads up!: Had one or more dwarves killed in a dumping accident. [ACHIEVED!]
No OSHA Compliance: Had one or more dwarves injured in a construction accident. [ACHIEVED!]

-Besting of Foes and Titles to the Heroes!-
Giantslayer: Had a soldier put down a giant. [ACHIEVED!]
Demonslayer: Had a soldier kill at least five demons in melee combat. [PENDING]
Bullheaded Bastard: Had a soldier kill a minotaur. [PENDING]
Dragonslayer: Had a soldier slay a mighty dragon. [PENDING]
The Sky Fears the Earth: Had a soldier clip a Roc's wings. [PENDING]
Arguing With Myself: Had a soldier resolve an ettin's personality disorder. [PENDING]
King Krab: Had a soldier kill a colossal cave crab. [ACHIEVED!]
Baron of Beetledom: Had a soldier slay a colossal beetle. [PENDING]
Destroyer of the Timeless: Had a soldier eliminate a timeless horror of the caverns. [ACHIEVED!]
Doom of the Underdark: Had a soldier kill five forgotten beasts single handed. [PENDING]
Olympian: Had a soldier destroy a titan. [PENDING]
Purgers of Heresy: Exterminated a squad of chaos dwarves. [ACHIEVED!]
Exterminators: Destroyed a silver or violet xelic squad utterly. [ACHIEVED!]
Tribal Cleansing: Wiped out a Bugbear squad. [ACHIEVED!]

Tribal Cleansing II: Demolished a Sand Raider squad. [ACHIEVED!]
Snatch and Die: Had a soldier kill a kidnapper. [ACHIEVED!]

-Diplomacy-

Warmonger: Started a war. [PENDING]
Diplomat: Signed a peace treaty. [PENDING]
Warmonger 2: Electric Boogaloo: Refused a peace treaty. [PENDING]

-The Underworld and Seiges-

They come: Got seiged [ACHIEVED!]
Hearts of Stone: Killed an enemy squad to the last man during a seige. [ACHIEVED!]
Hearts of Bronze: Fought back a seige using only dwarves. [ACHIEVED!]
Hearts of Iron: Fought back an enemy force far superior in numbers using only or mostly dwarves. [ACHIEVED!]
The Spire: Found an adamantine spire. [PENDING]
Blood of the earth: Found Magma. [PENDING]
Tempting fate: Harvested some adamantine. [PENDING]
You've doomed us all!: Breached a spire. [PENDING]
Hearts of Steel: Destroyed a demonic incursion by any means. [PENDING]
Hearts of Adamantine: Destroyed a demonic incursion using mainly soldiers. [PENDING]
No Frontiers: Established a colony in the underworld itself. [PENDING]

-Endgame or Close to it-

Darkest of Days: Have at least 20 legendary soldiers killed or permanently injured in a single battle. [PENDING]
Evacuation: Evacuated the fortress and moved to the caverns for safety. [PENDING]
Forelorn Hope: Had a squad of dwarves defend the evacuees and survive, routing the invaders. [PENDING]
Last Stand: Had a squad of dwarves killed to the last either directly or succumbing to wounds while routing invaders. [PENDING]
Dying Like Animals: The invaders have killed or nearly killed all dwarves in the fortress. [PENDING]
Your Strength has been broken (Achieved if all dwarves die during an invasion): The enemy has bested your warriors and exterminated the populous. [PENDING]
Flight from Carryscar: Only a handful of dwarves remain and it isn't feasible to rebuild. (abandonment) [PENDING]
Losing is fun!: The fortress has fallen or been retired. [PENDING]
May the peace stand eternal: None could break the will of the fortress, and Carryscar has retired peacefully (game ends without fortress destruction.): [PENDING]

-Moods and Misc.-

I maked you a amulet!: A mood produced something pretty but oh so very useless. [ACHIEVED!]
Do you like it? Your axedwarf will: Had a mood produce a solid weapon. [ACHIEVED!]
Fit for a King: Had a mood produce useful furniture. [PENDING]
Firsties!: Something has happened to yo DF career. [ACHIEVED!]
Beastmaster: Manage to domesticate a large predator [PENDING]

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 31, 2014, 01:20:34 pm**

Some twaeking could make this into a legitimate achievements list for Civilisations Forge mod. You would only need to replase "Carryscar" with "your fort", add some to full the spectrum, for example something for artifact armor, and replace all seiges with sieges.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Monitor Lisard** on **January 31, 2014, 01:36:57 pm**

Can achievements be proposed by the community? Here are some ideas I wanted to share:

Family dwarf: Make a clan of dwarves famous for their deeds.
Landmark: Create a megaconstruction.
The Ultimate Champion: Break a siege using 1 dwarf.
Boatmurdered reenacted: Have a fortress destroyed by fire.
Hot stuff: Have a fortress destroyed by magma.

[Edit] Additional archievenents:

Drunken brawl: Tantruming dwarves fight in a canteen.
Town Square: Make a meeting area with a statue in the center.
Hero of the day: Have a forgotten beast killed by a civilian.
Friend of tigermen: Find another tigerman.
Old World Songs: Have something notable engraved on the walls.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 01:46:58 pm**

If you guys wanna suggest some that's fine. The more participation the better! :D

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **January 31, 2014, 02:11:05 pm**

-Knowledge and Mystery-

Library - Build a Master Library
Specialist Knowledge - Build a Specialized Library for a given subject
Great Library - Build a Specialist Library for all subjects
Bookbinding - Create a Manuscript
Local Knowledge - Create a library using only locally created Manuscripts
Alchemy - Build an Alchemist's workshop
Pure Metals - Extract pure Mithril or Levisium from their ores
Elixir of Power - Create an Elixir
Elementalism - Create an Elemental metal
Elemental Power - Create Elementium

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 02:23:39 pm**

Well lookit that, I already got the Alchemy one!

Just for the record, the alchemy system.... Well, needs a bit of work. I'll be honest I haven't really been touching it simply because I don't have much interest in it anymore due to the large number of jars I can't produce and a lack of resources. I honestly think that stuff is just an interesting novelty at present and not of much real use to the fortress in any capacity, as we can buy, loot and melt down, or produce anything we need with the other forges and furnaces.

I suppose that could be worded better but right now it amounts to more stuff (that is to say materials,) I won't be using all that much, if ever.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!
Post by: Mephansteras on January 31, 2014, 02:31:45 pm

Jars should be easy to make, they just require stone. You can make rock jars from a crafts dwarf shop.

But, yeah, not a whole lot of need for it right now. Hence it being more of an achievements thing. I keep meaning to add in a bunch of syndrome stuff for it so it can be made really useful, like healing potions or even converting dwarves into beings of Living Rock. Once those are in Alchemy should be much more interesting and useful.

Maybe I'll work on that this weekend, since I'll have some free time.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!
Post by: Splint on January 31, 2014, 02:41:27 pm

If I could just figure out how to library I'd start work on one actually. A place of learning out the middle of jackfuck nowhere would be quite a novel thing for this civilization, Seriously, I rechecked legends mode and we are waaaaaay out in the boonies here. I best dwarves back south are amazed we even have functioning forges or agriculture out here.

Anyway, it's nice to see cinnabar and cobalt get a little love at least. I think the only mod I saw that makes use of either in any real capacity is Masterwork making Cobalt a weapons-grade metal.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!
Post by: Mephansteras on January 31, 2014, 02:48:39 pm

Yeah, I think the ability to make the various Crystal metal types is probably the most practical Alchemy use at the moment. At least for metal poor fortresses, since rock crystal isn't too hard to get ahold of.

Book making isn't all that hard, really. You just need a decent amount of leather, vellum/paper/papyrus, and ink. Oh, and lots of glue, which mostly takes hooves or hides to make. Ash based ink is pretty easy to make, it just needs ash and glue. I find a reasonable goat-heard to be the most efficient way of getting glue, while a paper mill is easy to set up and just takes a few trees to make the paper. Vellum works too, but only if you have a ton of hides you don't mind turning into books instead of leather.

You'll also need candles, either wax or tallow, to make use of the library.

Title: Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!
Post by: DreamerGhost on January 31, 2014, 02:54:32 pm

Spoiler: Hunting for grains of sand. Part 2 (click to show/hide)
Trail left by the retreating Sand raiders could have barely been called a trail – It was wide enough for a caravan to drive through. I had to take extra caution to remain unnoticed by those that stalked the night. Some strange wild variation of a dog looked at me, decided that I was not a threat and went off in search for prey. It wasn't a wolf, I am not very good when it comes to animals, but anyone could recognize a wolf. It could be worth coming out here on a later day to simply explore the surrounding lands and see what kind of beings lived outside the walls of this particular fortress. Branches were hanging overhead, creating sort of a roof, covering my path in shades, but it would be hard to lose such a trail for even the worst of trackers. Or so I thought.

The trail lead to small glade, marked by countless trails of various mounts. There were several trails leading away from the glade. I cursed silently under my breath, and walked to inspect the closest one of the trails. Dirt that was kicked off by some beast's claw was completely dry. This close to a river, dirt was wet after less than an inch of depth. This trail was left at least a few days ago. Next one was the same. Third had been fresh, but I had to check all of them, in case there were more than one valid trail. And there were.

Out of all the trails leading towards the glade, only five were used recently. Two only had tracks leading towards the glade, another one was entirely made up of footprints of mounts that sand raiders didn't have, at least not during the fight. Remaining two trails were trailing off towards east and west, almost perfectly aligned away from each other. I decided to go east first, since wind blowing from west into my face would make it harder for me to see. The forest was dark, but not as dark as some of Carryscars's tunnels. After about fifteen minutes of walking I saw something that looked like a flicker of flame. Because of the wind's direction I couldn't hear any noises coming from my front, so I sneaked from tree to tree to see what was there. I was lucky, as the ground had no dry branches or similar things that could give out my approach. What I saw was not sand raiders. It was chaos dwarves. Not a large group, I counted eight soldiers and a sergeant. Grunts carried iron maces, while sergeant was armed with a steel war hammer. They were sitting on a fallen tree next to a bonfire. A boar carcass with a caved-in skull was thrown over a large branch of the fallen tree.. Few sharpened sticks strewn around indicated that they were planning to cook it. One of the macedwarves finished sharpening another stick with a rather large knife, tossed it aside and moved in to butcher the boar. I decided to try the other trail. Chaos dwarves were not known to let other species simply walk by, if sand raiders had ran off this way they would have inevitably clashed with that mace squad, and there were no signs of combat anywhere. No blood, no tracks, no weapons or corpses, not even a giant skunk roast. It might sound bad, but as long as you know where to not cut, skunk tastes and smells delicious. I sneaked away, and when I was far enough, walked back to the glade and off towards west trail. Less than an hour of cautious walking in I could smell smoke and roasting meat. Wind carried bits of conversation, too silent to make out anything. I sneaked towards the voices, slightly less cautiously this time, as wind would carry off any sounds that I would make. This time I found the right camp.

Five sand raiders were sitting around a surprisingly large bonfire. Their skunk mounts were tied to trees away to a side. Four skunks were sleeping, while last one nibbled on a large chunk of some sort of meat. But it wasn't the skunks I was interested in. Out of five raiders one was lazily stirring cast iron pot stationed over the fire. Another one was pulling out bread and flasks of something from a backpack. Numbers three and four were sitting with their backs facing the fire, probably standing guard and attempting to retain as much night visions as their eyes would allow them. Last one, a sergeant of sorts, judging from heavily engraved helmet that he wore, was sharpening his pike. He was the only one with a pike; rest of the squad had maces. In these woods both weapons would be at a disadvantage. Pike would have its movement limited by the trees, while maces required great speed to cause significant damage, which in turn, required a large swinging arc, and that would be limited by branches. Still, five on one was not a desirable battlefield. I took off my helmet and carefully positioned it on a nearby branch, so that anyone looking from the camp side would think that there was someone hiding behind the tree. Then I violently tore off another branch from a nearby tree. Raiders certainly heard that one, as they all turned their heads towards me. They couldn't see me through the thicket, so a few silent gestures and nods, two guards and their sergeant went off to see what it was. Seems that those smart enough to run away from a losing battle were also smart enough to not go off alone. Trees and bushes were thickly grown together, forcing them to go one after another rather than in a formation. Sergeant was first in, and also the first to notice the helmet I had left behind. He turned towards two macemen that were following him, and gave them a sign to stay silent. He went off first, then first maceman disappeared into the bushes, and just as the last one of them was taking a cautious step in, my sword pierced his heart. Being a dwarf meant that I was too short to slit throat of someone as tall as a human from behind, but it also meant that I was small enough to hide within bushes. Dwarven strength however, was nothing to scoff at, and I managed to stop my first kill from falling over too loudly. Meanwhile, pikeman sergeant and the remaining maceman finally got to my helmet. Just as pike pierced my helmet, my sword pierced pike's owner. Last raider tried to smash my face in with his mace, but my sword was faster, and made a red gash on his throat. While maceman quietly choked on his own blood, I returned to the campsite. And to my great surprise and bewilderment, found not two but twelve sand raiders. Apparently, while I was playing hide and seek, a band of Sand raiders that we hadn't found, met up with other escapees, and came here, here apparently being a rendezvous point for the sand raiders. I cursed silently under my breath. They would not be so foolish as to fall for the same trick twice, and after those three don't return, they will certainly leave some guards for the night. And yet, I couldn't simply wait for them to lower their guard, as they all had mounts. In the morning, they would ride away, and I probably would never catch them again. But as I thought about how mobile they would be tomorrow, my mind wandered off on how immobile they would be today. A wicked idea sprang up to my mind. I had to hurry; there was no time to lose.

As soon as I was far away to stop sneaking I started running. Running towards the chaos dwarf camp. I hid my bag of supplies next to the glade, taking only kolero grass and a flint. When I was close enough to the camp, I lit the bunch of herbs, their sweet scent blown by the wind towards the now boar eating dwarves. Kolero grass was valued so much because it had many ways in which to influence a mind of those who used it, depending on the form of consumption. If eaten, it would cause the hallucinations one could associate with certain kinds of poisonous cave mushrooms. If a brew made from this herb was drunk, the user would experience intense fear and paranoia. If the herb was smoked, it would provoke great bloodlust and aggression. It did not take long for the smoke to take effect and two of the macedwarves started to argue over which one of them should get the better pieces of meat. It was a sign for me to act. I stepped forward, out of the shades so that chaos dwarf squad could see me, and threw one of the knives I took into the closest dwarf to me. Long hours of playing throwing darts in the barracks paid off, as knife injured hand of my target. Then I started running. I could hear shouts and promises of slow death coming from behind me. But without my armor I was confident that I could outrun them. Of course I still kept kolero grass in my hand as I ran – those that chased me would continue breathing its rage inducing smoke, becoming madder and madder. Not that those chaos dwarves really needed encouragement for that. Since there was no sneaking or caution involved, I could smell smoke from sand raiders camp after roughly half an hour of running. At that point, I ditched kolero grass. It had fizzled out a long time ago, but I had only noticed it now. Probably would had burned my hand if it was still smoldering. I threw such useless thoughts out of my head and increased my speed. For this part of my plan required to get from sight of my pursuers. As I reached the sand raiders camp I quickly climbed up a tree. From its branches I could see the camp as if it was on the palm of my hand. But there were only six of raiders in the camp. Their mounts were still there, but lack of soldiers was worrying. Moments later, chaos dwarves that pursued me rushed out into the camp. Without even stopping to comprehend where they are or who are people before them they charged into unsuspecting sand raiders. They killed two before raiders even understood what was going on. Then some more sand raiders emerged from the woods, and I felt my mind to relax a bit. They were simply searching for missing trio. Or maybe searching for me. It didn’t matter. As they all were armed with maces, a large bash battle ensued. Maces are not very good when it comes to blocking, being built for weight, and therefore slow and clumsy, so the battle soon ended. One last sand raider was standing atop of a pile of corpses. Three of giant skunks also were dead, struck down tied to trees. I jumped down and rushed towards last survivor. He looked shocked from all the slaughter. Not shocked enough to not notice me. His mace surprisingly blocked my first swing, but failed to save him from second one. Udisttashem cut deep through his chest. As he fell I started counting raiders corpses. There were eleven of them. My thoughts about where the twelfth one had run off to were interrupted by a pike suddenly poking out of my chest. The missing raider had lagged behind in the forest, and stabbed me from behind with the pike of that sergeant I killed. It did not stop there, as he pulled out the pike, and when I turned around to face him, he stabbed me again, this time cutting a wide gash through my stomach. I tried an overhead swing, but he blocked it and returned a deep cut over my check. He survived by being smarter than the rest of the group and it showed. I jumped back to gain some space. He had the range advantage, but if he missed his attack, he wouldn’t be able to attack again fast enough. With my left hand I pulled out another of my knives and threw it. He easily dodged it, but it gave me an opening. As I rushed towards him, in his last act of desperation he stabbed towards me again. He hit my right leg, and as I charged, cut most of my leg muscles apart. But I got him, my sword hit his neck and his head flew off in a wide arc.

Now that I had the time, I looked at what injuries I managed to sustain. There were a lot of those. Firstly, two stab wounds left by the spear were not a thing common dwarf could survive for long. I was no common dwarf, but I wanted it to remain a secret. Then there was my leg. It would be hard to move at all, let alone a long trip, that cut had inflicted severe nerve damage. All the little scratches I sustained from running through forest thicket were not very life threatening, but they could get infected. As I looked around my eyes wandered over large amounts of supplies that were here. I could stay here and heal up a bit, enough at least to not look like I was raised from the dead. *"Here’s the chance to become familiar to the local wildlife"* I thought as I shambled off to help myself to the stew that raiders had been making.

Here's the next part I promised. Due to mixing what actualy happened, Splint's sugestion about sneak kills and my own ideas about what happened it is roughly three times longer than the part 1.

Title: **Re: Ozkakurrith "Carrryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 03:11:11 pm**

May need to find a good spot to start digging the library then. We have wood a plenty for paper and I'm sure we have a large number of hooves laying around courtesy of the chaos dwarves.

EDIT: Ninja'd by Dreamerghost.

Just a heads up to check your spelling. Carry**s**car, not Carry**s**ack. :P

Damn though, that was actually pretty good. Would read a bit better if it was broken up some into smaller paragraphs though.

Title: **Re: Ozkakurrith "Carrryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **January 31, 2014, 03:51:28 pm**

The idea was that this would be MS word page and a half at most, but reality and good ideas interfeered and sudenly it was three MS pages. Probably should had broken it into two parts puting the break in after story!Dreamerghost went off to taunt chaos dwarves. Could still do so now, but doesn't seem too usefull when both pieces would still be within the same post.

Title: **Re: Ozkakurrith "Carrryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **January 31, 2014, 04:07:52 pm**

~~It's more that it looks like a giant block of text right now more or less. I personally don't care as I used to write in much the same manner but others may pass it up because of it. Just a matter of splitting it into paragraphs at the right spots, not really making a separate part.~~

Looks much more readable now Dreamerghost, good job! :)

I think I'll make this a construction goals post. I don't recall most of my own specifications. There's also a spot for "other" projects, and potential projects.

Potential Ideas

The Great Hab Dome: A large dome built on the surface out of clear glass, furnished with clear or crystal glass items.
Obelisk of Might: Steel plated spire as a monument to the dwarven spirit, cored with obsidian. Base must be made from a material of the community's choice save adamantine. Must be caped with adamantine, platinum, or gold.

Guildhalls

Metalsmith's Guildhall: Requires magma, most of it must be built from iron and furnished with copper at minimum. Metalcrafts Wing must be built from precious metals (either gold or silver.)
Craftsman's Guildhall: Requires storage for numerous kinds of materials and a break room.
Jeweler's Guildhall: Requires a large gem stockpile and four apartments for guild members.
Carpentry Guildhall: Must be built out of tower caps.
Mason's Guildhall: Must be built out of gray stone.
Engineer's Guildhall: Requires twelve mechanic shops and four siege workshops.

Others

King's Palace [Finished!]
Cavern Barracks [Finished!]
Large Hospital [Finished!]

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **DreamerGhost** on **February 01, 2014, 02:18:12 pm**

All guildhalls should have some respective masterwork quality items put on dispaly to show an example of fine work for those who enter. Also, I think that guildhalls should be at least two z levels tall, to show their importance. You could also construct a Mead hall for soldiers, as wariors guild is rather difficult to build properly (What you would put in it? Goblin bone totems?).

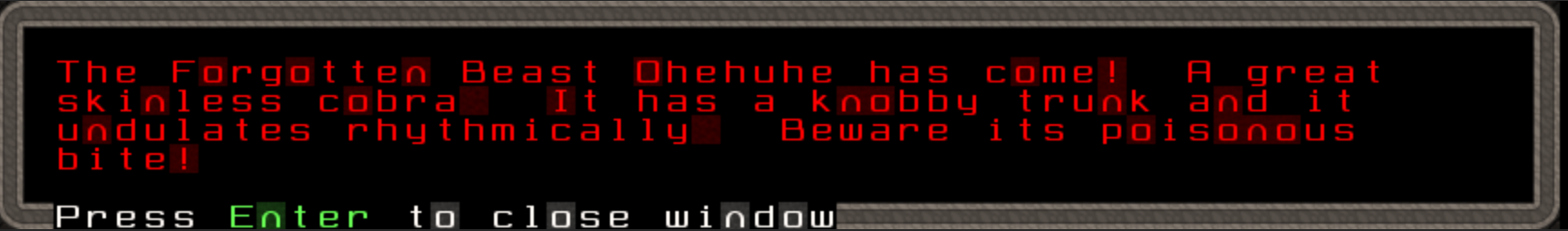
Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **February 01, 2014, 02:43:27 pm**

Well the Carpentry, Mason, Engineering, and Metalsmith guilds can manage that easily through the use of furniture or a gear assembly made of masterwork mechanisms. The lack of either a display case or display stand thing for crafting/gemworking related things though is a whole different story. However, the Craftsmen Guildhall is nearing completion and is already two z's tall, one for storage and the break room and up above for the shops and residential area. The Jewelers probably won't get such treatment since they play so small a role in our industries.

And you know what, a mead hall sounds pretty good for an idea, though where to put it is the question. I can see it now, two barely organized barracks for sleeping in, masterful wood tables being used to make two good and long tables, memorials to the titans, FBs and such we kill... Update post coming soon!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **February 01, 2014, 03:03:35 pm**

13 Moonstone, 232



There was some kind of horrible hissing echoing up from the caverns. A weaver collecting silk says it's some kind of gigantic king cobra with an... Elephant's trunk? Clearly whoever told Amas that was a good combination lied to him. I've called on any miner who isn't injured to carve me a path to it. Whatever it is, I'll deal with myself.

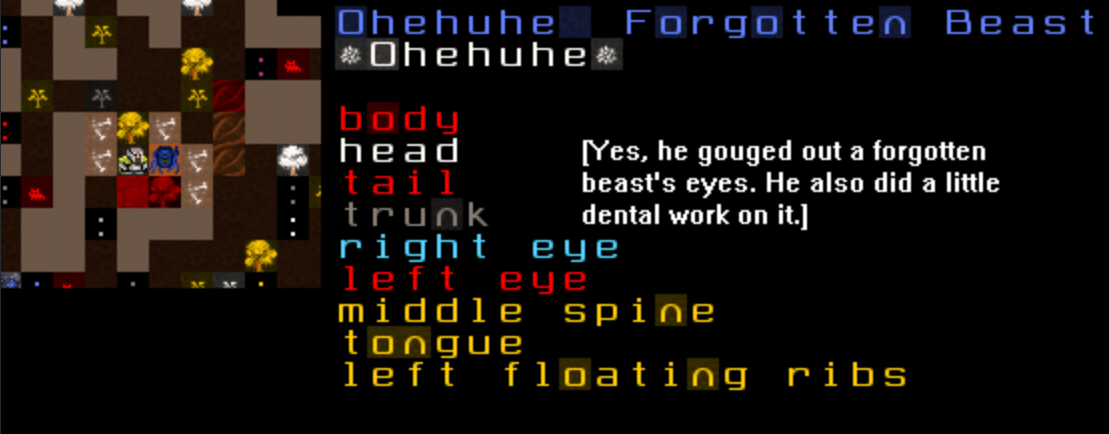
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The Cave Crocodile gives in to pain
The Colonel slashes The Cave Crocodile in the head with his Ethnitig Etom Onul tearing apart the muscle shattering the skull and tearing apart the brain!
An artery has been opened by the attack!
→A tendon in the skull has been torn!



The Colonel scratches The Forgotten Beast in the right eye tearing it!
The Colonel slashes The Forgotten Beast in the tail with his Ethnitig Etom Onul tearing the muscle!
The Forgotten Beast misses The Colonel!
The Colonel slashes The Forgotten Beast in the tail with his Ethnitig Etom Onul tearing the muscle!
The Forgotten Beast charges at The Colonel!
The Forgotten Beast misses The Colonel!
The Forgotten Beast collides with The Colonel!
→The Colonel is knocked over and tumbles backward!

The Forgotten Beast collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Forgotten Beast misses The Colonel!
The Forgotten Beast misses The Colonel!
The Forgotten Beast charges at The Colonel!
The Forgotten Beast misses The Colonel!
The Forgotten Beast collides with The Colonel!
The Colonel is knocked over and tumbles backward!
The Colonel stabs The Forgotten Beast in the body with his Ethnitig Etom Onul tearing the muscle and fracturing the middle spine's bone!
The Forgotten Beast falls over
The Colonel bites The Forgotten Beast in the trunk tearing it!
The Colonel latches on firmly!
The Forgotten Beast breaks the grip of The Colonel's upper front teeth on The Forgotten Beast's trunk
→The Colonel strikes The Forgotten Beast in the teeth with the pommel of his Ethnitig Etom Onul fracturing it!



The Colonel stabs The Forgotten Beast in the head with his Ethnitig Etom Onul tearing the muscle fracturing the skull!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Forgotten Beast misses The Colonel!
The Colonel punches The Forgotten Beast in the tongue with his right hand bruising it!
The Colonel slashes The Forgotten Beast in the mouth with his Ethnitig Etom Onul tearing it apart!
The Colonel stabs The Forgotten Beast in the head with his Ethnitig Etom Onul tearing the muscle and tearing the upper spine's nervous tissue!
A tendon in the upper spine has been torn!
The Colonel slashes The Forgotten Beast in the body with his Ethnitig Etom Onul tearing apart the fat!
The Forgotten Beast misses The Colonel!
The Colonel stabs The Forgotten Beast in the tongue with his Ethnitig Etom Onul tearing it!
→The Ethnitig Etom Onul has lodged firmly in the wound!

-

It's done my little vellum and chitin bound friend. Shutbite couldn't quite get it through that damned monstrosity's skull. Too thick. But whatever I did to it at the base of its skull seemed to do the trick. Or maybe it just bled out... There was a lot of blood and kicked up mud at the end of it. And fuck-all huge teeth and a severed trunk laying strewn about the area.

17th Moonstone, 232

A Glassmaker named Alligator Townchanneled has proven to be a solid shot with an arbalest, though why she's using one when those are restricted for military use is beyond me. During clean-up of the giant teeth that thing left behind she went with the clean-up crew and spotted a giant toad, which she dealt with rather efficiently.

The flying {{royal bronze broad bolt}} strikes The Giant Toad in the head tearing the muscle fracturing the skull and tearing the brain!
A tendon in the skull has been torn!
→The Giant Toad has been knocked unconscious!

21st Moonstone, 232

Asahar is free now, and frankly quite happy for it. I did a quick check to see if Zacen's mandate was dealt with yet and big surprise, it isn't.

I'm beginning to worry about this demented toy lust she has. We waste a great deal of forge fuel fulfilling those now-irritating mandates just to keep the forgemasters out of jail. No long. I'm going to be scoping out the stone around here to begin construction of a Craftsdwarf guildhall. I know the specs for that and it's simply that there be storage for materials and it be large enough to accommodate a large number of craftsdwarf shops and such and housing for a guildmaster and several workers. Besides, I know that they'll send a letter soon too to demand a guildhall like the engineers and masons have. Shame that Lizard died... She would have done a fine job as the Mason's Guild branch head.

2nd Opal, 232

The fox-folk have left safely, and behind them the merchants from home. Meanwhile, Gallant claimed some petrified wood, that cobra's bones, some bones of the cave crocodile and giant toad that died in its vicinity, some cut and rough gems, limonite, horn silver, and lay pewter and set to work.

4th Opal, 232

Solon informed me that according to the letters left by the last two liaisons that we can expect to see King Willcloister sometime in the Spring or Summer!

| Becoming The Capital | | | |
|----------------------|---------|-----------|-------|
| Architecture | | Offerings | |
| Desired: | 15000☼ | Desired: | 5000☼ |
| Current: | 344462☼ | Current: | 8319☼ |

7th opal, 232

Gallant Gebarnish Glazer has created Kironnomal a petrified wood drum!
Press Enter to close window

A drum. He wasted stone that was going to be used to make the king's office furnishings on a fucking drum. Idiot. In the meanwhile, I've put in for a small guildhall for the jeweler's guild. Due to their low demand, they only ever have a small guildhall for a handful of workers and the guildmaster, though they usually have a very large storage space for gems of all kinds and numerous gem working shops.

24th Opal, 232

The workers managed to handle a toy axe mandate but just barely. Now that she's a duchess, I'm sure she'll be mandating ever more of the damned things too. I've also had a small stockpile designated for our petrified wood, and put Garnier on the nearby workshop to build the items needed for the King's Office, as he is our best mason. I think it's fitting, using petrified wood. It's wood that told the elves to go fuck themselves!

28th Opal, 232

The Forest Titan Duto Roshambamba Padoomli has come! An enormous three-eyed tick. It has an enormous shell and it has an austere look about it. Beware its webs!

Press Enter to close window

I canceled the seasonal patrols to get the Ripperjacks and Wolf Spiders away from that thing that came blundering about the woods this morning. I told Firecrazy to get whoever he had ready and head out to meet that monstrosity. I had a plan though, and it's hinged on that thing not seeing me until the last minute and Ownedochre (as the reliable beetle insists upon following Tiger everywhere she goes,) being able to keep its attention.

-

Success! Amazingly, the plan went off without a hitch! It took four vollies to knock that thing down and its web attack was mercifully short ranged, with our snatcher chomping beetle Ownedochre taking the brunt of the web onslaught. I hid in a thicket nearby and came out to attack it from behind once the titan was on its side from crossbowbolt inflicted wounds the Wolverines continued blasting it with metal bolts. Ownedochre amazingly was uninjured despite proximity to the beast and I managed to clamber on it and put Shutbite right through its head!



The Colonel stabs The Forest Titan in the head from behind with his Ethnitig Etom Onul tearing the muscle and tearing the brain!
→ A ligament has been torn and a tendon has been torn!
The Ethnitig Etom Onul has lodged firmly in the wound!

A party was celebrated and I made sure the ones hailed as hero were the Wolverines and Ownedochre. Had they not removed the beast's advantage of size by shooting out its legs or by keeping its attention elsewhere, I never would have gotten the killing blow. With the web spitting pest removed, I've ordered our fighting dwarves back on patrol.

As soon as they moved out, a chaos dwarf snatcher was sighted and only barely escaped Darko and Dragonfly. I guess we know who our seasonal contenders will be.

7th Obsidian, 232

It's hard to believe Shutbite's been serving me here for close to seven years now, nevermind the four prior on the caravan trails. When I first bought this sword I figured it would be temporary. Then before the fateful run that lead to Carryscar's founding the price of a good steel blade shot up due to worry over a full on war with the violet xelics and goblins and only the King could afford such things, all of which were restricted to use in the army when he bought them, leaving the common dwarf and most lesser nobility to make due with bronze and iron... And now this blade as taken the lives of fourty-four, among them great beasts that accost both dwarf and others... I wonder if it'd be possible to arrange for Shutbite to receive a new bone grip...

8th Obsidian, 232

The patrol dwarves have taken to accosting a flock of giant sparrows when the chance presents itself. Fairly certain their kills counted at least three.

12th Obsidian, 232

Zon Sigunstakud Limulstin Nural Hoplite has bestowed the name Satkoman Shasadtustem upon a oaken tower shield!

Press Enter to close window

Zon has given a name to shield that kept her safe during the clash with the sand raiders. I looked at the headstones of the lost Goannas and evidently the battle is called "The Monstrous Moth." What the hell kind of name for a conflict is that?

9) The Enemy Is Upon Us!

A vile force of darkness has arrived!

Oh, and we're under attack. Again. It's the chaos dwarves, mounted on those stupid horses once again. I swear, if I ever get my hands on whoever trains their horses I will make it as slow and horrible a death as dwarvenly possible.

So another shorty guys! Had a couple visitors as you can see, we're a duchy now, and I have come to hate Zacen's endless toy axe mandates. Once we found magma I'm melting down the whole lot we've made, selling the rest, and destroying toy axes as they're produced out of sheer spite.

May doodle up some carryscar related stuff soon too. I'm in a pretty good mood.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Mephansteras** on **February 01, 2014, 04:30:42 pm**

That reminds me, I should add in display cases to the next release.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **February 01, 2014, 04:40:28 pm**

Quote from: Mephansteras on February 01, 2014, 04:30:42 pm
That reminds me, I should add in display cases to the next release.

I was surprised you hadn't already to be honest. You can make all kinds of neat decorative stuff.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge community game now in progress!**
Post by: **Splint** on **February 02, 2014, 09:13:59 am**

17th Obsidian, 232

The fight is done. When I had initially ordered our main units to muster in the courtyard, I was worried when several had not heeded the call. Knowing full well that the chaos dwarves would be mounted on horseback, I ordered the Wolverines to join us on the field to allow us to cripple and catch up to the speedier steeds. When we comitted to the fight, kiling a handful of trolls and the odd heretic, we found that were were already several dead invaders and thier horses, appearing to have been clove apart with axe strikes. It took some time and several dead invaders for us to find Doren, who was yanking his blade free of a chaos dwarf, and Corporal Erush had charged blindly into the enemy cavalry alone, dodging and blocking every shot sent his way by the cursed horse archers.

I'll be honest, It was a chaotic mess of flying bolts and arrows, severed limbs, and a wounded Wolf Spider Sergeant. Degel had been shot in the right leg twice, but at least she isn't dead. There's mutterings from others now that the Wolf Spiders may be cursed... And I'm inclined to agree; Selore and Doren both seem to think it isn't the squad, but the weapon the Sergeant must bear in battle that is cursed.

Also, we can officially count Ownedochre as a hero of the fortress, as several slain enemy officers had the big blue beetle listed with an additional title on a list of dwarves who needed to be slain to pave the way for conquest.

Lired Mibythmihiy Stray war Giant Beetle (Tame)
Ownedochre the Willful Danger

19th Obsidian, 232

9) The Enemy Is Upon Us!
A vile force of darkness has arrived!

| | |
|---------------------------------------|---------|
| Song Troll | Invader |
| Nako Amrosnang Goblin Swordsman | Invader |
| Gozru Obngotngom Goblin Swordsman | Invader |
| Strodno Usbuoslem Goblin Swordsman | Invader |
| Zolak Ogurronux Goblin Swordsman | Invader |
| Aslot Ukgenol Goblin Swordsman | Invader |
| Nako Kutsmobuzbad Goblin Swordsman | Invader |
| Dostngosp Loxsnosmxspgs Gbln Swrdsman | Invader |
| Ngokang Baxsmuksmum Goblin Swordsman | Invader |
| Mato Smunstumesle Goblin Swordsman | Invader |
| Stozu Ngomgug Goblin Elite Bowman | Invader |
| Dostngosp Ngordaxusbu Goblin Hamrmn | Invader |
| Dostngosp Slaxuzak Goblin Hammerman | Invader |
| Ngokang Osnuksmunstu Goblin Hammermn | Invader |
| Em Xoduamxu Goblin Hammerman | Invader |
| Aslot Stothosnog Goblin Hammerman | Invader |
| Dostngosp Osmospbosu Goblin Hammermn | Invader |
| Nako Zusmusmmato Goblin Hammerman | Invader |
| Oingo Ospguxuspgas Goblin Hammer Lrd | Invader |
| Song Ngaxagozru Goblin Pikeman | Invader |
| Tode Cave Crocodile | Invader |
| Smunstu Obrazstrodno Goblin Pikeman | Invader |
| Osnu Cave Crocodile | Invader |
| Asno Stosbubslospo Goblin Pikeman | Invader |
| Ngoso Giant Olm | Invader |
| Estrur Aslotzolak Goblin Pikeman | Invader |
| Aslot Giant Toad | Invader |
| Ngokang Nguslusmesp Goblin Pikeman | Invader |
| Kutsmob Cave Crocodile | Invader |
| Mato Stosbubetosp Goblin Pikeman | Invader |
| Snodub Giant Toad | Invader |
| Bosa Zomstato war leader | Invader |
| Bax Cave Crocodile | Invader |

Goblins this time. Guess they were following the chaos dwarves thinking they were friendly to us. Among them is the enemy war leader, so that particular greenskin has to go. My squad will deal with him and his bodyguards.

-

Well, it was messy but quick and brutal. The Wolf Spiders drove off two squads on thier own while the rest of us went after the war leader and the trolls supporting them. While I managed to take out the war leader's cave crocodile, I got surrounded by mounted pike goblins and the bastard almost escaped, but Maskwolf (who saw Ferro chasing the son of a bitch,) and Ferro cornered him. According to Maskwolf, Ferro wouldn't let him get involved and bit him in the eye and kept shewing until prior injuries he inflicted claimed the war leader's life.

[I'll be up front, I had to slayrace four mounts and two pikegobs to get Ferro to chase that prick down; I had no intention of letting him escape. I also had to use Dfusion and the liquids thing to get Degel moving again, as she got bugged.]

24th Obsidian, 232

1st Granite, 233

Guess the old dwarf was right to worry about his burial arrangements.

No time was wasted laying Atir to rest. A headstone is being commissioned and awaits engraving.

Onol's finally out of traction. It'll make building of the engineer and mason guildhalls a little easier.

More fucking toy axes. I swear, with Amas as my witness I am going to punch her right in her – the paper is torn off here.

I had to lock the doors to the king's unoccupied office. Several idiots had taken to eating in there when they know damn well it's the king's room.

It's raining again. Amazing that we've had rain twice in a row in two years. I'm glad for it even.

The king has nearly arrived! We have much to do, his rooms aren't even finished yet!

Onul Udoddom has been quite content lately. He is the son of Kivish Towerswords and Degel Fancycanyon. He is a worshipper of Limar and an ardent worshipper of Kerlig. He is a citizen of The Gravel of Prisons. He is a member of The Sacrificial Knives. He is a member of The Axe of Autumn. He is the king of The Gravel of Prisons. He arrived at Ozkakurrith on the 13th of Slate in the year 233. He is twenty years old, born on the 7th of Sandstone in the year 213. He is average in size. His sunken emerald eyes are round. His quite dense hair is extremely long. His nose bridge is convex. His ears are somewhat narrow. His head is somewhat broad. His hair is amber. His skin is copper. He is very slow to tire. Onul Udoddom likes jet, shimmersteel, red beryl, giant cassowary tooth, anchovy bone, giant cave spider shell, pig tail, fiber fabric, quivers, animal traps and cows for their haunting moos. When possible, he prefers to consume rime berries and river spirits. He absolutely detests mussels. He has a great feel for social relationships, a great musical sense, a great deal of patience, a good intellect, good intuition and good creativity. He has a calm demeanor. He is very friendly. He tends to avoid crowds. He is relaxed. He is not a risk-taker. He is often cheerful. He has a fertile imagination. He is put off by authority and tradition. He is candid and sincere in dealings with others. He finds rules confining. He needs alcohol to get through the working day.

The rains had just abated from the forest around Carryscar. The scent of that rainfall made the surface quite pleasant in fact, and Alligator Townchanneled was simply abiding by her usual hobby of accosting local wildlife with her arbalest when she could see out in the distance, the glimmer of armor and not long after, a standard bearing the stylized insignia of The Gravel of Prisons! She clambered up a highwood to see if her eyes were decieving her from the great distance but they weren't! She slid down as quick as she could (thank the leatherworkors for her gloves,) and rushed off to the small citidel that was the tip of Carryscar.

“The king is coming!” She shouted as she burst through the doors to the southwest Barracks.

The soldiers were all startled by this sudden outburst. “I'm sorry, what?” Splint asked, walking to the out of breath dwarf.

“King... King Willcloister... He's almost here!” Alligator said between breaths.

Splint stood there, uterrly shocked. He had considered the king would make the journey here over winter, but he hadn't actually expected it! His rooms weren't finished and those that were were not even engraved or fully furnished!

It didn't take long for word to spread like wildfire between the soldiers, Selore, and Alligator running around spreading word. Banners were broken out and drapped from the battlements and all of the fortress' soldiers had lined up in formation along the sides of the southern road, the Goanns having gone the extra mile and having set up in pairs on each side at the end with almost obnoxiously green pendants afixed to thier spears flying the country's symbol. The whole populous had gathered at the entrance to see the arrival, and most were there just before the king and his entourage arrived. All in attendance were surprised not to see King Willcloister carried on a mobile throne by his closest retainers like his predecessors but, strolling up in trousers tattered from travel, his cloak holey and weather beaten and a ding in his crown. The look was further added to by was was unmistabley a small hip bag covered with blood and full of cuttlery that had apparently been used as makeshift weapons.

“Hello there! You must be Colonel Unitefences!” He said after waving to the many onlookers who confused or not, cheered the arrival of thier king. He stretched out a hand to the veteran and shook it gladly.

“I am, your majesty. Did you run into trouble along the way? You're short several uh... Tradtional things for a royal procession.” Splint asked after saluting the king and shaking his hand.

“Just a rather large bunch of brigands is all. I'm not much of a fighter, but I did indeed have to defend myself. However, my retinue fought admirably and we drove them off with not a soul harmed on our side. And if you're referring to that stupid ceremony throne, I had the gilding melted down and the wooden guts used for firewood years ago. I can carry my own weight thank you very much.”

Splint was understandably taken aback by that response. “I-I'm sorry sir, I didn't mean-”

The King smiled and patted Splint on the shoulder. “Don't worry my good dwarf, I don't mean anything by it. I was just never one for all that high and mighty traditional, if you'll pardon my crude wording, *bullshit*. I got quite enough of that growing up!” He finished with a hearty laugh.

“Well sire, it's good that you've come and we're honored to receive you, but I must shamefully admit we haven't quite finished your accommodations yet.”

“Oh that's fine Colonel, that's fine! I'm sure the citizens will be happy to hop to the task, keep themselves out of the stocks and all that!” He said with a chuckle. Quite the friendly king he is! “In all seriousness Colonel, I've heard great things about this fortress. About you and your soldiers, and most importantly, about the dwarves it contains. You have many good dwarves here, and I am the one who is honored that such strong willed frontierdwarves would receive some dodgy young fellow like myself, who only got to be king because his big brothers weren't home at the time daddy died.” He smiled and gestured to his somewhat disheveled entourage.

“As you can see, I have several good warriors with me, whom I give you full license to assign to what roles they may be needed in. I've already told my aides and such that since our journey has ended they may safely disperse amongst the populous.” He turned away and waved once more to the cheering crowd, before heading into the fortress proper.

14th Slate, 233

Our citizens are working diligently to make sure the king's accommodations are up to standard. Among his retinue were a Sharpshooter, Macelord, and a new addition to the Cazadors, a Swordmaster named Cerol Greatcave. She'll make a fine addition to our ranks.

6th Felstie, 233

Thanks to our engravers the king's rooms are nearly up to snuff. They still need a few furnishings, and a Bodyguard detail needs to be formed and set up in the palace, but all is smooth digging!

12th Felsite, 233

We spotted wood elves on patrol. I sent Dragonfly to inform the king of the tree fondlers' arrival. There was worry expressed among many dwarves that should we decide to declare war upon the silver xelics, the wood elves may join them, in an effort to stamp us out and help spread an "ecologically friendly way of life." That happens to include eating the enemies you beat, no leather for proper shoes, and not having a sturdy mahogany table to eat at. For now though we let them pass.

Da na na naaaaaa! Another shorty, because this info was just too damn good to not post! We're officially the capital! Sadly the general didn't come with him. Ah well, still, got a big first for my DF career and you guys got to come along with me!

"Ya knew her, right? - A short, stubby dwarfette took a swig from her small silver flask and glanced at Selore. Although tigerwomans face was covered in thick fur, it was no harder to understand her facial expressions then those of a usual dwarf. One could have said without doubt she could burst into tears any minute. Alligator felt sorry for her, but she did not know what to say.
- I see it in your eyes... Come here, baby. - Selore sobbed and firmly hugged Alligator. She sighed.
- Here. Have a drink... Let's go... We're going to call it all to memory, recall it all... you know, back in the north we love gathering round in mead halls to sink our depression... Where's the bar... Don't you have a bar? A canteen? That will go.

They're gonna pay... They're all gonna pay... Say what? I'm gonna snipe their sorry arses... Ever heard about optical scopes? No? What do you tribals know about glass... Once I was working on an underground glass goblets factory. We were making goblets and selling them to local lizardmen... Oh, poor Lizard. She was an outstanding mason, a good warrior and a great friend.

What is this brew? Moonglow? Never heard about this kind of stuff. I prefer dwarven rum, actually.

You tribesmen look so funny when d-drunk... Dwarf, look at those whiskers! No offence, really... Oh, what are you doing, kid? Stop scratching the walls! They're made of stone...

Ya know, I saw the king a bunch of days ago. He's so young. What are you doing, Selore? Stop licking that dwarf! Excuse me, good sir, she's just a bit drunk. What's your name? Pleased to meet you, Dreamerghost."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 02, 2014, 11:24:29 am**



Here guys, have a sand raider skunk archer.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **4maskwolf** on **February 02, 2014, 11:38:00 am**

"The king is coming!"

Everyone in the barracks pivoted towards the speaker, staring in shock. All, that is, except Maskwolf. His eyes stayed focused on the wall, his mind recalling the old memories,

"Nuri, we have to leave. Any longer and we will probably get thrown in jail for some charge."

"Hush, now. You don't want to scare our son, do you."

Maskwolf's voice quieted, but the panic remained, "I know you don't want to leave, honey, but we have to. Refusing to join the royal guard was the last straw. He'll be coming for us any day now."

"Why are you so sure? Everyone thinks the king is a forgiving sort. Surely he won't take offense that you would rather stay with your wife and child."

Maskwolf grimaced, "I'm not so sure, Nuri. He's had dwarves hammered for less. I've seen it."

Nuri opened her mouth to respond when the door to their small room burst open, admitting Urist Hammercleaved. Maskwolf whipped an axe off of the dresser and swung it, narrowly missing him.

"Maskwolf! They're coming!"

"The guard?"

Urist nodded.

Maskwolf turned to Nuri, panic in his eyes, "pick up what you can. We have to leave NOW!"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 02, 2014, 11:58:14 am**

Spoiler: Journal of Dreamerghost Part 7 (click to show/hide)

13 Moonstone, 232

Overseer killed a forgotten beast today. I decided to go see the corpse, and since it was poisonous, maybe extract some venom for personal use. Battlefield was all bloody, and beast's head was almost completely smashed up. Most teeth were knocked out, and I could see something vile seeping from one of the holes along with blood. After I collected a bottle i noticed something on the severed trunk of Ohehuhe. I didn't believe it at first, but my eyes weren't deceiving me. Bite marks. If there ever would be some dissidents in this fort Splint would simply plaster them on his plump helmet cookie and eat them.

28th Opal, 232

Ancient monstrous web spewing tic named Duto Roshaomba Padoomli emerged from the forest and attacked the fortress. Well, attacked might not be the right word, as it was probably only interested in all the commotion that was going around here. And maybe also interested in how much blood a dwarf has. Tiger's pet beetle Ownedochre acted as a bait. As Duto tried to catch Ownedochre with its webs and eat it, we struck it hard and fast. Overseer struck the killing blow and called a party once we returned to celebrate our success.

12th Obsidian, 232

Chaos dwarves attacked, mounted on horses. Doren and Erush attacked enemies from a side while we charged their front. We had slain many, and lost none. Degel, sergeant of Wolf spider squad got shot in his leg, twice, and now many think that his squad or his axe is cursed. Seeing how very much not dead he is, I'm inclined to disagree. Also, judging from a list found on some of Chaos dwarves corpses, Ownedochre is thought to be highly dangerous priority target. I'm willing to bet that Tiger does not miss her home so very much anymore.

19th Obsidian, 232

Goblins this time. They probably thought that chaos dwarves would weaken us enough for them to win. They were very wrong, and now surrounding lands are almost paved with corpses. Here's to hoping that we can clean up in time, before king arrives.

1st Granite, 233

Another death from old age, this time Atir, one of our haulers. Sooner or later, death caches all of us, weather with a shout and violence, or a touch and a whisper.

13th Slate, 233

The king has arrived! Onul Udoddodm by name. I have to admit, I was surprised by him. He's young, but not spoiled and of practical mind. He is also incredibly friendly and jolly and relaxed. But by no means he is foolish, I could see intelligence in his eyes and wisdom in his words and actions. I suspect that he came here to get away from plotting nobles and to make a proper name for himself by having a fortress raised to great wealth and strength under his rule. Well, He seems to get along with overseer reasonably well, he's not an uppity brat, and he seems mentally stable, so I don't mind his rule one bit.

Spoiler: Of Ghosts and Reptiles (click to show/hide)

As I was walking down towards Dining hall to get myself a drink and a snack something pounced me and started licking my face. Since memories of Splint biting off limbs of various creatures were still vivid in my mind I was rather startled and almost retaliated with my shortsword. As I reached for my sword someone shouted out and I stayed my blade.

„Selore? Stop licking that dwarf! Excuse me, good sir; she's just a bit drunk. “

It was indeed Selore that pounced me, and she was indeed drunk. I think she was also purring. After living here for some time now, she could drink half as much as a dwarf without getting hammered, which , to say, was more than most humans, but things like these still happened sometimes. She was drinking with dwarven woman I hadn't noticed around here before, but this dwarfete was uncannily similar to Lizard.

„What's your name? “ She asked. „Dreamerghost“ I replied. „And who might you be? “

„Pleased to meet you, Dreamerghost“ she said, smiling as I tried to wrestle Selore off myself. „My name is Alligator, Gator for short. I was a friend of Lizard. Did you know her? “

„Lizard? Oh yes, she was a good soldier, and a good friend. A decent mason too.“ I finally managed to get Selore off me, and she went off to grab another mug of moonshine.“Selore Always get's like this when she drinks too much. Better than getting violent I suppose.“ I sighed and continued „It is a shame what happened to Lizard. Cowards shot her from afar and from behind. Didn't dare to face her. But we got them, all of them. We killed those that spilled our blood on the battlefield, then I hunted down the rest.“

Alligator managed weak smile „At least her killer didn't live to enjoy victory. But I have plans to prevent such things. Never again we will need to chase down cavalry. We will be able to strike them down from great distances.“

Alligator had some interesting schematics for a crossbow with lenses attached. She said that those lenses would allow aiming beyond normal range. I told her to bring the idea up to overseer, as he would certainly be interested. Lizard's death had hit all of us hard and none wanted for such things to happen again.

A journal entry and some conversation. Nice picture and king's introduction Splint.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 02, 2014, 01:51:00 pm**

Nice pieces all of you! Glad the king's arrival got a nice reception, even if there's clearly some past friction most likely between Maskwolf and Onul. Also all I keep imagining now is Dreamerghost sitting at a table with half his beard and hair all stuck up like bizarre mating plummage.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 02, 2014, 02:16:33 pm**

Well done!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **zacen299** on **February 02, 2014, 02:26:32 pm**

Damn things have certainly happened. Also FINALLY ZACEN PISSED YOU OFF HUZZAH! Need to make a journal but dammit I want it to be good and I keep getting distracted it's not healthy.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 02, 2014, 02:32:16 pm**

Quote from: Splint on February 02, 2014, 01:51:00 pm
Also all I keep imagining now is Dreamerghost sitting at a table with half his beard and hair all stuck up like bizarre mating plummage.

Beard probably wouldn't since dorf!Dreamerghost has a braided beard and moustache, so it would only get slightly more wet. Hair however, would look like a complete mess.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 03, 2014, 12:07:31 am**

Sorry for the delay, didn't get a notification for some reason. ???

Spoiler (click to show/hide)
Merchantile Report- Amarok ([http://en.wikipedia.org/wiki/Amarok_\(wolf\)\)](http://en.wikipedia.org/wiki/Amarok_(wolf))) knows how long it's been.

It's been a busy time, between keeping an eye on this 'Chaosmaker' and paperwork. Armok damned paperwork.

Why so much paperwork? Someone filed some improper item requisition forms, and tricked me into accidentally robbing the Fox Folk of their hard-earned goods. I demand that the perpetrator be found and charged, immediately! No one makes a fool of me!

I'll be keeping an extra eye on Chaosmaker... he conveniently has 'found' the stolen property...

The patrols have proven to be quite successful, providing much entertainment and profit to ~~my coffer~~ The Mighty Treasury. At this rate I'll have enough goods and funds to start *another* fortress.

Bugbears attacked. Ferro defeated a whole squad by his lonesome, like a true lone wolf... costing me several barrels of good quality alcohol. Armok damn it...

The council room has been finished and opened to the public! Hopefully the grandeur will inspire those lazy piles of slag to add to the wealth and glory of the fortress.

Merchantile Report Obsidian-Felsite

Finally caught up. Now, to more recent events:

The goblins and Chaosdwaves attacked, but were pushed back! A good victory, but not without cost. Poor old soul...

Tried to keep an eye on the 'Chaosmaker' during the siege, but lost him as I got swarmed by wagers. I really need to get some eyes and ears, not just here but throughout the realm... we really need to know how far-spread the Xelic Infestation has traveled and expanded, and the Chaosdwarves are a total mystery...

Our wealth has increased significantly, but I've noticed inefficiencies amongst certain industr--

(The writing is cut off, then continued. The runes seem shakily engraved after this point. Perhaps from excitement?)

THE KING HAS COME!

And unlike some of the nobility I've met, he is actually quite humble. I look forward to managing his funds.

The amount of wealth that'll come poring in will exceed all that we've seen yet, and reinforcements will come to help us face the Xelic Threat! Truly, our fortress has not known a greater day. This day will be remembered as the day the tide turned firmly against them. With the King's full support, how can we lose?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **February 03, 2014, 01:59:45 am**

Great story, Dreamerghost! By the way, here's the second part:

"I had a small talk with one of the locals, Dreamerghost. He appears to be quite a nice dwarf... You know, the one that that can be reserved and honest at the same time. That guy resembles some kind of an experienced adventurer who has lived among humans for a long time - a dwarf open to new ideas, who doesn't pay attention to stereotypes, travelling with dwarven, human, elven or other companions. I desided to give him a small present to estabilish our friendly relations - something that is useful on a trail. It is called binoculars - basically, it's an improved version of spyglass with two metal tubes, which makes measuring distance much easier. I guess I should construct one more device and give it to the overseer.

Anyway, the night was still going on and I continued drinking with Selore. I grabbed a keg of ale from under the bar and, having received a displeased look from the cooks, threw them a bag of silver denarii. They quickly changed their opinion on me, leaving us with good mugs of ale and a plate full of plump helmet cookies.

*- Hey, Selore, do you love singing? - I asked, munching on cookies. She nodded.
- Oh yes, I do...
- Let's sing then. Just repeat my words.*

**Show me
The way**

To the next
Whiskey bar

And don't ask why
And don't ask why

- And don't ask why - Selore sang. Then she started mumbling something about "handsome men". Whatever. Dwarf, they need a bar here."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 03, 2014, 05:00:11 pm**

The not-so subtle hint to built a proper bar. The old communal dining space can be converted to that end. Everyone insists on eating in the jail cells or council chamber now anyway. Maybe I should just rip them apart and make it a bunch of big holding pens with cloth bedrolls and iron bars.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 03, 2014, 05:10:25 pm**

UristMcHungry: I really think we should get a snack.

UristMcThirsty: And a drink to mach it.

UristMcHungry: But where shall we go? Our dining hall is a fine place, but I'd rather we go somewhere a bit more private.

UristMcThirsty: Yeah, then you can drink all you want and no one says that you are a drunkard.

UristMcHungry: Well, I meant somewhere more ascetically pleasing, but not hearing comments on my belly size would be a bonus. But where to?

UristMcThirsty: I know! Let's go to council chambers, they are really nicely made, and it's not like anyone is using them.

UristMcGuard: You two could go to jail cells, no one is using them either and I won't need to drag you too far to punish for trespassing.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 03, 2014, 05:46:17 pm**

Trespassing is certainly right in that regard...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 03, 2014, 11:11:05 pm**

New poll up guys! The xelics getting the death penalty squeaked by by a single vote. Who wants dead wood elves? Vote now!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 03, 2014, 11:38:36 pm**

Don't care either way...

Except resources spent fighting the Wood Elves could be better spent on the Xelics instead. If we fight them, so be it. Until then, I vote for abstaining until the Xelic threat has been dealt with, by any means necessary.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 04, 2014, 12:16:52 am**

Well considering we can't send an army to burn down their swampy retreats that basically means killing them nonstop until the fort is overrun or I get bored.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Senshuken** on **February 11, 2014, 11:05:04 am**

Is it possible for my to have a dorf named 'Senshuken'? My only requirement is that he is a male dwarf. I'm perfectly content to have him be any profession that is required of the Fortress at this time.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 11, 2014, 12:14:15 pm**

Certainly! Welcome aboard!

I guess I can use this opportunity to let you guys know I am still working on stuff for this, just taking a breather for a while to work on some drawings I let get backed up in the pipes, so to speak.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 18, 2014, 06:09:47 pm**

13th Felsite, 233

9) The Enemy Is Upon Us!

A vile force of darkness has arrived!

| | | | | | |
|-------------|------------------|---------|---------|----------|---------|
| Tholest | war | Polar | Bear | | Invader |
| Ageyu | war | Woolly | Mammoth | | Invader |
| Athatie | war | Polar | Bear | | Invader |
| Satheth | Thrangospo | Violet | Xelic | Axbg | Invader |
| Texiu | Ganuushukakita | Violet | Xlc | Axbg | Invader |
| Inearaezu | Theohioegeat | Vilt | Xlc | Axbg | Invader |
| Ocmisbirko | Braccitvuyvk | Vlt | Xlc | Axbg | Invader |
| Ramosaga | Urohanriwavagh | Vlt | Xlc | Axbg | Invader |
| Mosiqueshe | Themuyeshkkt | Vlt | Xlc | Axbg | Invader |
| Iwothath | Silsdrthtp | Vlt | Xlc | Elt Bwmn | Invader |
| Mudung | Gugirtamun | Violet | Xelic | Sprbg | Invader |
| Zetarakad | war | Woolly | Mammoth | | Invader |
| Olecewohomu | Rosagepoa | Vilt | Xlc | Sprbg | Invader |
| En | Alligator | | | | Invader |
| Oxdu | Gobxomlox | Violet | Xelic | Spearbug | Invader |
| Esaa | One-humped | Camel | | | Invader |
| Wet | Pahechzyth | Violet | Xelic | Spearbug | Invader |
| Auyuum | One-humped | Camel | | | Invader |
| Onuvanoo | Anahazoilero | Vilt | Xlc | Sprbg | Invader |
| Yuagu | Giant | Dingo | | | Invader |
| Ageyu | Rigomejaganagihh | Vlt | Xlc | Sprbg | Invader |
| Tharami | One-humped | Camel | | | Invader |
| Eawoe | Dibaewaurdolo | Violet | Xlc | Sprbg | Invader |
| Nmapjo | One-humped | Camel | | | Invader |
| Brilnan | Icfenva | general | | | Invader |
| Aaraetaa | Alligator | | | | Invader |

We got a report from the approaching frost and hobgoblin diplomats that the xelics are coming in force, and sure enough they came, lead by their general and bringing several lumbering beasts, and we've resolved to attack them as we are. Whatever patrols find the enemy will engage them on sight.

-

We won, and quite handily at that. Cerol, Pyrope, Maskwolf, and Myself happened to run right into the enemy general and his bodyguards and we cut a bloody swath through them, though some xelics abandoned the fight and fled when their mounts were bashed or cut from under them. Thor, Ferro, and Toad found themselves fighting alongside the hobgoblin diplomat and his bodyguards, facing a large group of rather menacing furry elephants. When I took stock of who was gathered after these skirmishes, I found Mad Bomber and Dreamerghost missing. I knew Dreamerghost had gone to get some sleep before heading out on patrol (as he'd been up talking with Alligator and Selore for a fair part of the night before,) but I know I'd seen Mad Bomber head west for the patrol.

We found him about a half an hour later, doing his best to not get carved up like a roast or chewed on by freaking polar bears. We were quick to jump into the fight and I'm certain had we not found him when we did he'd be dead right now. Mercifully the bears decided to run when we approached. The xelics weren't quite so intelligent though. [Seriously, Mad Bomber tried to take on an axe squad lead by an elite marksbug and a separate group of war polar bears. How he hadn't died while everyone else was fighting the mammoths and the general's squad I'll never know.]

Unfortunately, our victory was cheapened.

→Goden Roderdodok Gisstirkethil Stul Private has been found dead

Goden was found, along with several polar bears with thier maws splashed with dwarf blood. Goden's shield arm had been pulled from her shoulder, her left leg was bent unnaturally, and her neck was ripped open. But her death was paid for in polar bear blood. Dreamerghost had come out to join the regular patrols, having told me afterwards he didn't even know we were under attack, and was quick to keep the brutes' attention while we crept up and attacked from behind, quickly slaughtering the evil snow bears.

15th Felsite, 233

9) The Enemy Is Upon Us!
A vile force of darkness has arrived!

Goblins came for a go next. I sent the Wolf Spiders to guard the butcher doors, and according to after-battle reports, Degel dropped two trolls in two swings once they came at her!

The Sergeant slaps The Troll in the head with the flat of her Fazisuol bruising the muscle bruising the skull through the (large troll fur cap})!
The Troll has been knocked unconscious!
→The Sergeant hacks The Troll in the head with her Fazisuol and the severed part sails off in an arc!

Maskwolf meanwhile, had been surrounded by cave crabs and had been bashing entire limbs off with his trusted hammer.



[By this point he'd already killed one and injured two others.]



[Those poor bastards didn't have a chance against The Suicidal Amber of Creating]

Pyrope had also taken on an entire squad of goblins alone, and had won! We did a headcount after Maskwolf arrived and Pyrope to be missing, to our understandable worry. But when we found him he was drinking from his flask atop a pile of dead goblins saying it was

about time we'd decided to come find him.



[Thanks to the graphic, it actually made it seem like he was shooting at them with his back turned!]

Sharpshooter Olin Inkmininds also contributed to the fighting at the butchery entrance, killing two goblins and incapacitating another pair before the Wolf Spiders engaged, after which the goblins promptly ran for thier lives, one more being incapacitated by Olin's bolts; that hail of death certainly sealed the fate of most of that squad.



By far though the most vicious and bloody clash was between the bulk of the militia and a group of trolls, hammergoblins lead by a goblin axe lord and mace goblins lead by a hammer lord, whom Doren and Thor bested in single combat respectively at the west gate.

19th Felsite, 233

The high elves have arrived so we appear to have foiled our enemies' attempts to strangle our trade with others. We're all also saddened by an unpleasant revelation: In the chaos of the battle with the goblins, Corporal Erush was killed as well. She hadn't been properly equipped (none of us really are for that matter; I have a mind to just seal up once the high elves are in and start going through everyone's armor and make sure we all have the right gear!) and a goblin's spear had found it's way through her mail and pierced her heart.

→Erush Nishdeduk Immastashok Corporal has been found dead

[She was fine until the battle with the goblins, after which deathcause reveals she bled to death indicating either a throat or heart strike got her.]

She was found dead in the dry pond just to the north of the butchery, her corpse among the several (primarily goblin) ones in it. It's... Always sad, when I have to put in orders for the iron coffins. I can even see the metalworkers true expression at such news through their eyes. Knowing dwarves died in spite of their handiwork, the armor they made to keep those very dwarves safe, must be near soul shattering to anyone who forges armor.

Tholtig doesn't blame me, nor does anyone else amazingly. Erush's squadmates say it was her own fault she died, that she'd gone out instead of picking up the new body armor that'd been forged for her squad like the rest of them had, but that only leaves him as an "original" Wolf Spider. I can't imagine how that feels, knowing he outlived all of his original squad members.

22nd Felsite, 233

King Onul is quite a man of the people. Saw hime out helping with cleaning up the battlefield, and he made a decree that the 20th of Felsite will be a day of remembrance, not just for the soldiers who died in the month's fighting, but for all of us who've given their lives protecting the fortress, and he made a point to stop in at Zacen's and thanking the hobgoblins for helping during the fighting, and made an insistence that Zacen humor the wood elves and abide by their cutting quota. I asked if that was a smart idea, since they may side

with the xelics, but he said that if we do our best to strengthen ties, if it comes to war, they may well join us instead, seeing us as trying our best to respect them and the woods they cherish.

27th Felsite, 233

“Colonel, may I have a word with you?” King Onul asked, late in the day.

“Hmm?” Splint looked up from his meal in the council chamber. “Uh, of course sir, just let me-” He made a move to stand up but the king raised a hand.

“No no, finish your meal colonel, I'm in no hurry! Just please meat me down in my throne room when you're finished and all that.” He said with a smile, and headed off. Splint assumed it was a matter regarding the garrison, so he finished his stew relatively quickly and marched off, finding the king in his office looking out on the torchlit courtyard below.

“Majesty? You wanted to see me?” The soldier said, knocking on the office door as he entered.

He seemed a little startled as he swung around, but he was quick to wave Splint in. “Ah, yes, Colonel, good to see you. So, what I ahve to discuss with you, is in regard to my involvment with the local military.”

“Of course sir, I figured as much. What do you need us to do?”

“You may miundersand what I mean. I'd like to join you and your dwarves on the battlefield! I just don't know what exactly would be the most eh.... Becoming weapon for me. Could never really use an axe well; too unwieldly what with our country's metalsmiths insisting on those oversized or double bit axe heads. I was never a good shot with a crossbow either, so those are right out.”

“I-I don't-”

“No no no, I insist. I've... I've been riding on the successes and heroism of my great-great grandmother, and before his little descent into insanity, great grandfather. Most fortresses established during my reign were, or are, very small. Only a handful of families if that, dwarves who left to get away from my... I'll just say misguided relatives. My older siblings didn't want to take the reigns, sending the envoys sent to get them back, or they simply couldn't be reached.” He took a deep breath, and went on “My uncles, and aunts of course, were far less than accepting of someone as young as me taking the throne and went out of there way to take out thier irritation on the people, be it through me with unnecessary inductions to the royal guard – which was already staffed by loyal and competant soldiers – or through thier pointless mandates for glass shoes or other inane trinkets they knew couldn't be produced.”

“Sire, I don't quite-”

“Please colonel, don't interrupt me. It's rude. Many of them also made a rather hypocritical point of mentioning both my father and grandfather were desperately seeking to learn the secrets of life and death. My... My grandfather was successful, and I can only thank the lack of a major war for him not coming to reclaim the throne when time claimed my father. I've sent many scouts out, keeping tabs on him and the last report said he's somewhere in raider country, as are others, flocking to some unwell raider woman who's been beating bounty hunters to death with a giant tin slab rather than having her minions deal with them. I digress, but the point remains that my family has for the last two generations been one disgrace upon another, and my relatives have done nothing but continue to anger the populous. Carryscar is the one fortress my reign can claim as an achievement, of what those under my rule could accomplish even in the face of soul-draining heat and constant assaults. And what's more, I needed a place... A place that would actually let me lead dwarves into battle, so I can prove that while I can't control my relatives and thier stupidity, I can and will put myself in the same danger as my people regularly face, like a good dwarven king or queen should.”

Splint stood there for a moment, unsure of what to say. He strightened himself before saying anything. “Well sir, if you wish do join us in battle, please allow us to take all the necessary precautions first.”

“Well, I'd like to ask what you mean exactly by precautions.”

“Armor first and foremost. Second is weaponry. Once we know what you're after, I'll have Anvil get right on forging them from whatever material you choose.”

Onul smiled wide and walked over to Splint, giving him a pat on the shoulder. “Ah, of course! I'm glad to see you don't object! Would've hated to have to pull the nobility card just to get to fight! Well then, I'll leave you to it Colonel, and please stop by anytime! I'd love to learn more about this whole militancy thing!”

King Onul has requested that we permit him to take to the field alongside the rest of us. I'm not sure what to say on that my dear journal. But I do have to commend him for wanting to actually fight alongside his people rather than hide behind them.

Ok, so here's the first (sadly kinda short) update in a while! I've decided that King Onul is going to eventually join our warriors, but right now, how will we go about it? Hunt down adamantine? Home smelted steel? Swords, hammers, or spears?

We also lost another Wolf Spider and a couple polar bears got lucky shots on poor Goden. This leaves the axelord Tholtig as the only og Wolf Spider left. A farmer went a bit funny in the head, Maskwolf bludgeoned crabs to death, a hobgob diplomat helped fend off a pack of war mammoths, and my decision to induct King Onul into the army has also left me with serious consideration to find adamantine.

Anyways, hope you guys enjoy, even if it wasn't the best thing ever.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 18, 2014, 06:48:59 pm**

Hmm. Well, you could also go the route of trying to get him into full Elementium gear. That's a bit of a challenge, and nearly as powerful as Adamantium.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 18, 2014, 11:59:32 pm**

Quote from: Mephansteras on February 18, 2014, 06:48:59 pm

Hmm. Well, you could also go the route of trying to get him into full Elementium gear. That's a bit of a challenge, and nearly as powerful as Adamantium.

The reason I considered adamantine is for weight reasons, but I can see the point here. Dunno if I'd be able to get the gems necessary though...

EDIT: As at the time I finished writing the update, the wood elves avoided both the literal and proverbial axe. Time to vote for Onul's weapon!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Senshuken** on **February 19, 2014, 08:53:43 am**

I vote we give our king a sword. He needs to learn how to fight very quickly after all.

Also, can I get some information on Senshuken when you have a moment? Just a Pm will do. If he has any family, I'd like to see them too.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 19, 2014, 08:59:10 am**

Quote from: Senshuken on February 19, 2014, 08:53:43 am

I vote we give our king a sword. He needs to learn how to fight very quickly after all.

Also, can I get some information on Senshuken when you have a moment? Just a Pm will do. If he has any family, I'd like to see them too.

Sure thing. I'll find you a good dwarf and get you the details at some point today.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 19, 2014, 10:05:51 am**

Where was my dwarf at the time conflict, as well as Chaosmaker?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 19, 2014, 10:25:28 am**

I have to go with Mace. It's a traditional symbol of Royal power, after all.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 19, 2014, 01:32:59 pm**

Quote from: TalonisWolf on February 19, 2014, 10:05:51 am

Where was my dwarf at the time conflict, as well as Chaosmaker?

Chaosmaker was hauling surface crops at the time with a bunch of kids and some dedicated farmers, Talonis was heading for the depot to trade.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 19, 2014, 01:43:43 pm**

Spoiler: Test of intent Part 1 (click to show/hide)
In the short amount of time that king Onul spent here within the halls of Carryscar, he made many friends with this casual, yet practical behaviour. He talked about coming here to make a name for himself, and most rejoiced, since it meant a chance of a lifetime for everyone involved. But most by no means meant all, or even everyone of importance. There were few who couldn't let go of their old grudges against nobility, and a few who remembered horrible punishments for impossible demands with fear. Maskwolf seemed to express great desire to leave. It seemed to be quite odd, as impossible demands had yet to come, and judging from king's words and actions quite unlikely to ever come.
This called for an investigation. There were two sides which could provide information. One was Maskwolf and his family; they had no reason to fear the king, lest they had suffered personally. However, Maskwolf probably still remembered my rather rough method to encourage him to stay in the military, and it was unlikely that he would not assume that I would want to keep him here against his will. A foolish thought, as those wanting to go, yet forced to stay quickly turn traitors, but a possibility nonetheless. Another route was to speak with king himself. A friendship with Onul would make Maskwolf even more unwilling to trust me, however, if the king is indeed a tyrant pretending to be nice to gain support, it would be easier to organise an "Unfortunate accident" to befall him.

Thankfully, soon an opportunity to speak with the King presented itself. There were rumours abound that king would join the fortress militia to gain some glory on the battlefield and to learn the art of war – a very usual skill to have for someone that might need to lead army into battle one day. There were also some other rumours, said more often by those who did not think much of Onul's talent for fighting, rumours that he had yet to chose a weapon with which to go to battle. Since I knew quite a lot about most weapons, having used them in my life, I would be able to give him some good advice if he is truly committed to becoming a warrior. And it would give me a lot to talk about, giving me ample time to judge his intent. One can hold up an act for only so long before making at least a small mistake.

I found Onul standing near the entrance to the forges, watching how our smiths were toiling on gear for the militia. He was watching so intently that he failed to notice me until I lightly coughed to get his attention. My sudden intrusion into his field of awareness had surprised him, and my stature, since I was in full armour seemingly scared him for a moment, as he jerked his head towards me and took a small step backwards. Composing himself, he greeted me first.

"Hello there. Didn't notice you. I am not interrupting something, am I?"

"Good day to you, highness. And you are not interrupting anything at all. I simply wanted to know whether you had already chosen a weapon or not."

"Well, progress is being made. I have ruled out axes and crossbows already. That leaves me with swords, maces and spears. And what do you think, errm... Huh. I don't think I have seen you before."

"Quite possible. I tend to keep to myself, asides from a drink or two with other soldiers. Also, I usually wear a helmet, so you might have seen me with my face obscured. Name is Dreamerghost. And I am here to offer some advice about your trouble."

"Ah, pleasure to meet you, Dreamerghost. I, as you possibly already know, am King Onul Udodd, but call me Onul. No need for "highness", I hate to hear it even in official conversations and this isn't one. Now then, what did you want to tell me?"

I smiled, both to show my good will and because he took the bait. "Let's go to the armoury and take some examples of each so that it would be easier to explain."

I always seem to face the problem that it looks like a whole lot more text in MS word.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **February 19, 2014, 01:56:10 pm**

"- Excuse me, sir, do you accept deposits? - I asked the bank accountant, a tall, tired-looking dwarf with a neatly combed beard. He nodded:
- We do, maam. Would you like to create an account? - the tired dwarf grabbed a pile of vellum sheets and handed them over to me. I sighed. Dwarf, even adventurous types can't avoid paperwork... It seems that our kingdom is basically build on a top of a large bureaucracy pyramid - A bunch of nobles giving mutually contradicting orders is getting more and more power. Don't get me wrong - I respect authority, but a humble working-class dwarf can sometimes be astounded by the amount of bizzare mandates... In the past, the nobles used to be much more closer to a common dwarf. It's said that one member of Lizard clan (which I also belong to) was a duke somewhere in the north. And he was... How would you call it... primus inter pares. Yeah, the first among the equal.

By the way, somedwarf asked if I was Lizard's relative. Well, you could say that - we both belong to Lizard clan. The story goes that our mythical ancestor, Bronze Hydra, slayed a powerful dragon. That's why we have these names."

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 19, 2014, 02:49:11 pm**

Dreamerghost, for reference we have access to long and shortswords, and Falcions. Coulda sworn dwarves used to be able to make flamberges/flambards and bastard swords in this mod...

Updates and community contributions are now up to date. I think.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 19, 2014, 02:57:32 pm**

Quote from: Splint on February 19, 2014, 02:49:11 pm

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I think at one point the game did weapon randomization the way it does armor randomization, but that went away a long time ago and now it's either all cultures make a weapon or none of them do for a given entity. So the larger swords are all exotic things you need to trade for now.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 19, 2014, 03:23:44 pm**

So, shortswords+loot. What cool stuff invaders brought?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 19, 2014, 03:36:12 pm**

Quote from: Mephansteras on February 19, 2014, 02:57:32 pm

Quote from: Splint on February 19, 2014, 02:49:11 pm

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I meant I thought they had access to those weapons by default, as I remember being able to make them in Goldenrocks. Or did I just imagine that? :-\

Quote from: DreamerGhost on February 19, 2014, 03:23:44 pm

So, shortswords+loot. What cool stuff invaders brought?

Actually we can native produce longswords and the falcions are more machetes made for people cutting instead of plant cutting. As far as foreign made stuff, we have...

Scimitars
Falcatas (<http://en.wikipedia.org/wiki/Falcata>)
Flambards (<http://en.wikipedia.org/wiki/Flambard>)
Several bastard swords
And a single superiorly made copper khopesh, courtesy of a bugbear officer. (<http://en.wikipedia.org/wiki/Khopesh>)

The majority are bog standard quality weapons barring the flacions, long, and shorts we made.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 19, 2014, 03:46:03 pm**

Quote from: Splint on February 19, 2014, 03:36:12 pm

Quote from: Mephansteras on February 19, 2014, 02:57:32 pm

Quote from: Splint on February 19, 2014, 02:49:11 pm

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I think at one point the game did weapon randomization the way it does armor randomization, but that went away a long time ago and now it's either all cultures make a weapon or none of them do for a given entity. So the larger swords are all exotic things you need to trade for now.

I meant I thought they had access to those weapons by default, as I remember being able to make them in Goldenrocks. Or did I just imagine that? :-\

I don't *think* I've ever had dwarves making those, but it's not impossible.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Senshuken** on **February 20, 2014, 01:35:04 am**

Around the fortress, on walls that were often used as message boards, the following was posted one night:

Thesis on the Heretics; a Forgemasters insight into the Chaos Dwarfs.

Ever since the first day that we discovered our... twisted cousins, there has been a lot of mystery surrounding the Chaos Dwarfs and what their end goal truly is. Please note that the information listed below is merely a picture placed together by their reported actions on the battlefield, what gear they've brought to the battlefield and rumors of their actions abroad. However, much like me when I added everything together, it does revel some information on the nature of the dark god(s?) that drives them.

Battlefield Tactics:Gathered from reports, stories and what information the odd solder was willing to part with over a stern drink, its hard to get any real idea of what tactics (If any) that the Chaos Dwarfs bring to the battle. They seem to favor marksdwarfs in their squads, but that may have more to do with the fact that those attackers who manage to flee with their lives tend to be marksdwarfs and giving them a glut of the units rather then personal preference for them.

While they ride into battle on a wide range of animals, its pretty clear after the first minute of combat that none of them take the time to train the creatures for war. This suggests that either they have no one in their ranks able to do so, or they simple don't invest the time to train them.

On the matter of their commanders... there is very little to say on the matter, but if the information I heard on the matter was true then the one who lead the siege against us a while back was simply a carpenter who had been given armor and a title. That alone should say enough on this subject.

Battlefield Gear: When it comes to armor, Chaos Dwarfs are in all respects somewhat uniformed. One solid piece of Steel lamellar plate covering their torso and the rest is pretty much junk. It's why almost all Chaos Dwarf kills so far had been head related injuries. Their weapons aren't worth speaking off due to the fact they are utterly shit, clearly made with whatever they had on hand to be mass produced. It seems to be a similar pattern as their animal trainers (or lack there of), pumping out weapons of war without care of the quality of them.

Rumors Abroad: According to news supplied by both the Hobgoblins and the Frost Giants, a number of dwarven fortresses have been lost to Chaos Dwarfs and they are now actively in a currently stalemate war with the Hobgoblins and their allies (These are the only rumors I've heard that are from credited sources at the time of writing this).

The Point: What we have here is an enemy that doesn't wage war to win. If that was the case they would have produced better weapons, better armor, trained their solders and their mounts for combat and most likely have wiped us out by now; with the potential industrial power of several fortresses and the amount of population within each, a dedicated warlord would be well on his way to ruling vast amounts of the world. Instead, all we have seen from our enemy suggests that victory is not their goal.

Instead of being fully kitted out in strong armor, wielding powerful weapons they know how to use under the command of a veteran like a solder Chaos Dwarfs are only given one piece of gear that would protect them for their chest, are given shit weapons that most of them don't seem to have a clue about how to wield and their commanders can't even be considered recruits since even recruits receive weapon training!

This suggests two possible theories: Either all the competent, well equipped solders are currently deployed on the hobgoblin front or the dark force driving these poor forsaken bastards only cares enough to give them the barest amount of equipment needed to give them the chance of killing something on the battlefield before having their head smashed in.

What can we do about this?:Due to our current war with the bug people, we can't afford to send troops to aid our hobgoblin allies against our demented cousins. However, there is something we can do to aid them while also giving us some breathing room from Chaos Dwarf raids. We need to produce and supply our hobgoblin allies with weapons strong enough to overcome the lamellar chest plates that all chaos dwarfs wear. We don't need to supply many, only enough for a squad or so and the Chaos Dwarf casualties should increase to the point that either the stalemate will end in Hobgoblin favor or the Chaos Dwarfs will be forced to divert the forces that would normally try to raid us into the goblin meat grinder instead. Failing that, weapons to take advantage of the weaknesses of Chaos Dwarf armor (head, arms, hands, legs, feet).

This enemy needs to be dealt with as soon as possible.

~Signed, Forgemaster Senshuken~

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 20, 2014, 12:15:10 pm**

Wow, that was a neat little piece there! Not a bad series of observations and conjecture from a dwarf who has only seen battles from the ramparts taking bets like many others on how long enemy troops will last when a patrol finds them.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **February 20, 2014, 01:42:24 pm**

Here's a short story. I hope you guys enjoy it.

Spoiler (click to show/hide)
"The night was falling. Gaunt, oddly shaped trees drowned in shadows, motionlessly guarding the dark land. The forest looked grim and inhospitable, its bare branches almost intertwined, cold wind blowing.

Two dwarves were sitting silently beside the fire, shivering from the cold, trying to keep warm. Both of them were obviously warriors - The older one, a muscular, tough-looking grey-haired dwarf with a bandaged hand was wearing a heavily battered suit of steel armor, while the younger one only had a bismuth bronze breasplate and a helmet. Two long pikes were lying next to them, alongside with a pair of polished falchions.

- It's so cold... - The young dwarf pulled a small flask out of his pocked and took a swig. - These forests... You know, I haven't seen a single beast here, not even a bird.
His older companion grimased and continued to hastily wrap his wounded palm in a blanket.
- Hey, Feb, don't you mind if we talk a little? - the younger warrior smiled weakly - Honestly saying, this place is giving me creeps...
- Dear Armok, Drake... - Feb frowned and gave the youngster an angry look.- You see, I'm a little bit busy right now, ok? Drake... - suddenly old warrior chucled and turned his face to his companion.
- Your name always sounded odd for me.
- There exists a tradition that children from Lizard clan are given reptile-related names. - Drake looked a bit embarassed.
- Reptile-related? - for a moment Feb was confused, but then smirked - Well, it sounds more like a certain quacking bird...
- I know. - Drake's face turned red. - My parents were simple townsfolk. I shouldn't blame them...They thought it was some kind of a dragon.
- Fair enough, son. - The old dwarf nodded and then suddenly raised on his feet, looking in the forest behind the younger companion.

- Wait here, kid. You know what to do. - Feb took a falcion with his healthy hand and slowly approached the edge of the forest. A tall, thin silhouette was hiding behind the trees. For a moment Feb thought it was a chaos dwarf, but the shadow he noticed was larger than the one of an average dwarf. He stood there for a moment and then said loudly:
- Is that you, Smunstu? Stop creeping in the swadows! Get over here, we got a flask of good rum for you!
For a moment, it was silent. Then the thick bushes moved aside, and a tall, gaunt hobgoblin appeared on the clearing.
- Hello there, Feb. Glad to see you alive. - he said with heavy accent. His light ward iron cuirass and leather leggings were heavily scratched, as if he had fought with some large beast. A large bow was hanging on his shoulder.

Three warriors were now sitting on the clearing. Smunstu Kutsmobngur, a hobgoblin from the mounted archers horde, took a gulp of rum and was now was polishing his metal gauntlets.
- So, what's the situation? - Drake impatiently rubbed his hands - I heard something really weird happened near Metalfair.
- Weird? - Smunstu narrowed his eyes - Oh no, little dwarf. It was something really dreadful that happened...
- So, how the battle went? - Feb looked at the hobgoblin curiously.
*- At first, we were winning. Human legionnaires and dwarven regiment with the help of Varmarii rangers and local tigermen militia were holding the defences on a top of the hill, while knights and our cavalry tried to flank those nutbags... And then, suddenly, a giant wave of black smoke covered the whole place. These assholes must have used some dark magic. As soon as everyone started stabbing each other, it all went f***ing chaotic. The general got crazy and shot my mount - the hobgoblin sighed - Poor Tode. It was a good doggie... When I was a small gobbo, I used to ride it all day long.*
- And... What happened to the others? - Drake was looking at the hobgoblin nervously.
*- The others? - Smunstu pondered. - Well, a good bit of riders got away in time. Some of the infantry also managed to retreat. I've seen a group of tigermen pushing through enemy ranks towards the valley. The first cohort was definitely wiped by chaos dwarves, as well as the first line of dwarven phalanx. Cave swallow men got f***ed, and elves must have fled in the forest, as they usually do.*
- So, what are we going to do now? We can't just sit here waiting for chaos dwarves to come! - The young dwarf jumped on his feet, swinging his hands.
- Don't worry, kid... I got a plan. - Feb stretched his back - Yesterday I met two humies while scouting. They said that the chaosites gathered in some kind of a camp near the river. There are no patrols here... Well, at least for now.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 20, 2014, 01:57:55 pm**

Need's some spit and polish. Kinda heard to follow in its present form. Does seem like those poor bastards blundered into an evil mist though.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **February 21, 2014, 03:18:48 am**

Quote from: Splint on February 20, 2014, 01:57:55 pm
Need's some spit and polish. Kinda heard to follow in its present form. Does seem like those poor bastards blundered into an evil mist though.

You see, I'm not that good at storytelling. I basically have no idea how to improve that piece.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 21, 2014, 03:35:38 am**

Quote from: Monitor Lisard on February 21, 2014, 03:18:48 am
Quote from: Splint on February 20, 2014, 01:57:55 pm
Need's some spit and polish. Kinda heard to follow in its present form. Does seem like those poor bastards blundered into an evil mist though.

You see, I'm not that good at storytelling. You see, I basically have no idea how to improve that piece.

Well to me it reads sort-of more like a script than a story, if that makes sense. Just without a "<INSERT NAME>:" to denote who is speaking or acting. Here, I think this might give you an idea.

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- Is that you, Smunstu? Stop creeping in the swadows! Get over here, we got a flask of good rum for you!
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Spoiler: Slightly modified (click to show/hide)
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"Hello there, Feb. Glad to see you alive." He said with heavy accent. His light ward iron cuirass and leather leggings were heavily scratched, as if he had fought with some large beast and a large bow was hanging from his shoulder.

Basically it's more a matter of how dialogue and the actions that went with them were carried out. I also changed a couple words here and there to make it look a bit nicer. Honestly I was never a great storyteller myself at first. My stuff read like giant bricks once upon a time.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 21, 2014, 06:54:29 pm**

Alright here we go:

Spoiler (click to show/hide)
Merchantile and *Intelligence* Report-Felsite

I've decided to expand my operations. I've noticed that information is as important an commodity as any- if you know who's going to need what, there is profit to be made! I also hope to expand my lifespan a little bit, as well.

Our trade has been hampered by our near-constant state of siege, but I hope the arrival of the High Elven Merchants signals the arrival of more Caravans.

More sieges, more profit! Those Xelics are persistent, I'll give them that. Then came the Goblins- lost a good chunk of my gains when Degel single-handly killed those two trolls, but I continued to make a good deal. Hopefully I can continue to finance my... other venture.

Chaosmaker appears to have been 'farming' during all of this, but the other farmhands don't recall him being there... my fledging intelligence network has thus far only produced conflicting reports, none of them as yet credible.

They have, however, reported Maskwolf showing an... less than amiable stance on his opinion of the king. This may be motive for betrayal... efforts are being made to find out why his reaction to the king is as such, his affiliations,and his where-abouts during all conflicts so far.

I'm particularly interested in seeing if either of them have any connections with any of our enemies, or even each other.

Forgemaster Senshuken has made a rather astute analysis of our enemy, given his resources. I'm considering taking him into my network- I need competent people in my networks' ranks, and he certainly fits the bill. I'm going to need a Lieutenant at some point, after all. Perhaps I can offer a cut of my profits...

The King seems to have won the populace over, but Maskwolf's reaction to his appearance has prompted an... inquiry, into his past and current affairs. Until we know more, I'd advise against showing him these reports. If he is as he seems, he'll understand my prudence in this matter. If not... well, I may have to look into the more 'dirty' side of Intelligence.

In short:

-The sieges have hampered our trade, but thing will hopefully go well from here on out.

-My newfound intelligence network is currently investigating Chaosmaker, Maskwolf, and Onul. Reliable intel is slow in coming, but I'll keep you posted.

-I'm looking into adding Senshuken to our ranks, any feedback on this matter would be much appreciated.

I'd also request permission to do background checks on all of our military and nobility, if at all possible, and extend more favourable trade conditions or an offering to the Hobgoblins. They showed admirable initiative and support, and one should keep their allies close. Especially those who've already proven themselves. You may take it out of my resources, if you must.

Oh, how I wish I had Mr Frog's camera spikes...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 21, 2014, 06:58:03 pm**

I'm seriously wondering what Talonis is planning now. This is certainly interesting.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 21, 2014, 07:36:50 pm**

Spoiler: Test of intent Part 2 (click to show/hide)

King Onul and I both dropped a bunch of weapons on a table in the barracks. The room was empty, as all soldiers who weren't on guard duty celebrated victory in the most recent battle. This was a good place to talk uninterrupted, as most dwarves had no reason to go here, and there was plenty of space to do some practice swings.

"*Allright then, let's start off with*" I grabed a weapon from the pile "*swords*". I looked upon a masterfully made steel shortsword and gracefully spun it in my hand, waching reflections of light dance on the walls. Most tunnels were dark, but all often used rooms were lit with torches. "*The sword is a jack of all trades among weapons. You can stab, tear, cleave, dissect, and there is one for every occasion. The shortsword I have here is meant to be used in combo with a shield or another weapon. Some dwarves use two weapons at once and tie a shield to one of their hands, but that requires greater skill and strength than you currently have. Not yet anyways.*" I observed him, hoping he would react to this minor insult, But Onul just nodded in acceptance, seemingly all too focused on my lesion. I put the shortsword aside and added "*Falcatas and scimitars are basically more of the same. Form may differ but role does not.*"

"*What about using a single small sword and lighter armor for speed?*" Onul asked.

"*It has been done, usually when there is a lack of weapons and armour. But it is risky, and you are a king. Corpses make poor leaders.*" I answered. "*Although, if you want a single weapon only, then we have greatswords.*" I pulled a massive flambard from the pile. "*Meant to cleave apart all sizes of enemies. Can kill or mortally wound smaller enemies, like goblins, xelic or chaos dwarves in one hit. Can disable large enemies like ogres or forgotten beasts by cleaving off limbs, or smashing up bones. However, you won't be able to carry a shield, and it will be slower than a smaller weapon. Again, there are many types, but they all serve same purpose.*"

Onul had picked up a longsword while I was speaking, and was taking a few practice swings. His inexperience showed, but he was strong enough to not be thrown around by sword's weight. "*Go try it out on one of practice dummies*" I encouraged. Some of the troops, myself included had carried back some armour from invaders, and made some practice dummies. They were mostly used by fresh recruits to feel out how much damage they could do with a swing. Onul took a wide swing, and with a shout struck straight through the bronze plate into the wooden doll underneath. That was in fact quite impressive. I would had been a little more impressed if he hadn't got his longsword stuck.

"*Here, try this one*" I said as I handed him a bastard sword. I let out a silent but hearable to him chuckle as I pulled out longsword from its bronze trap. It was actually more stuck than I wanted to let him know, but I managed to pull it out without having to put in any visible effort. I threw the longsword back onto the pile and started on about bastard sword while Onul took a few swings with it. "*Bastard sword is a mix between greatswords and shortswords. They are small enough to be used with a shield, but can be used with both hands to add extra force to your attack. Arguably the best sword to be used while mounted, though I doubt there will be much chance for that in this Carryscar. You shouldn't concern yourself with that, because as a King you will almost certainly be mounted during larger battles in wars.*" I watched as Onul took a few swings first with his right hand, then with his left and then with both. Leader or tyrant, at least he was taking fighting seriously.

"*Let's move on, shall we?*" I said to divert his attention towards a spear that I was holding." *Spears are a weapon of choice for those that fight large enemies on regular basis. They are fairly light, and capable of piercing through armour and flesh, leaving deep wounds, possibly causing organ damage. Spear is very effective when going against most bleeding enemies. A spearmaster can cause fatal bleeding or lethal levels of organ damage within seconds. The trick is to pull out spear very quickly. That, of course, requires a great deal of strength, especially when pulling out through armor. You have already had that experience with longsword.*" For a moment, I could have sworn that Onul slightly blushed."*Here, try to pierce some of leather armour sets to get a feel how well you can get a spear stuck in flesh. Leather might be harder to pierce initially, but when muscles clench from pain it will be no easier to pull it out. That's why some spears are made with the specific intention to be left in the wound.*" I pulled another spear from the pile. Where previous had even edges, like a large steel oval on a stick, this one had jagged edges, with barbs pointing inwards. "*This one right here would need an experienced surgeon to get out without losing few pounds of flesh along with it.*" As Onul was taking some practice stabs at a practice dummy adorned with several leather armour sets piled on one another, I carefully aimed the jagged spear. A forceful throw embed the spear in the dummy closest to the one Onul was messing up. He jumped in surprise, turning towards spear that was still slightly vibrating right next to him. I let out another chuckle. "*Spears, however, are not without disadvantages. If an enemy gets too close to you, or if he pushes your spear aside, you will be wide open. Spearman can carry a shield, but then the spear should be shorter, sacrificing range, one of main advantages of using a spear. Only if you are in formation, long spears and shields can be effectively used, but such formations are very slow and can't manoeuvre well on the battlefield.*"

I pulled out last weapon out from the pile. "*Last one for now, and then if you want we will do some one on one practice.*" I threw weighty weapon up in the air and caught it again. "*Maces. Weapons for simple minded peasants, arms for those that can't grasp the finer methods of battle. You might have heard such words, but know this, they are all lies. Mace is a weapon that mainly involves bashing something heavy against something hostile until aggressor is no more, but there is more to that. Mace can be used both to kill and to knock out, experienced mace users can compensate for armour and chose whether to knock out, to fracture skull or to bash the brains out by limiting force of their swing. Mace can cripple easily, ignoring any armour enemies might have. You can break weapons by simply blocking, as maces simply have no edge and thus don't risk getting dull or chipped. If you ever get in a long battle you will be glad to have mace, since when swords and axe users are made less and less effective by their dulling edges, mace wielders stand unaffected. Mace is a heavy weapon that can knock out shield or sword out of hands by simply hitting it with enough force. The fact that precise aiming with a mace is not required is more of a problem for those that stand against the macer. The disadvantages that mace has is that it is slightly slower that sowrd, and since it is heavy, swinging it around can tire out user quicly.*"

"I see." Onul muttered. "*Well, I'll just have to try it out and feel it out for myself, I suppose. Let's start our practice mach then.*" He added picking up a shortword.

I picked up a scimitar from the pile and stepped forward.

Onul managed to last long enough to try out spear, mace and two small swords, once with a shield and once with two swords. He was sweating and breathing heavily. I was also slightly tired, but did not let it show.

"*Well then, I hope this will help you to chose a weapon that suits you. And don't let others to chose for you, we are talking about an item that will determine whether you live or die on the battlefield. And it would be sad to see a fine dwarf as you in a coffin. There is only one last thing, although as king meant to set an example, you will probably won't be using it much, if ever.*" Onul managed to lift his eyes towards me, breathing heavily. He was probably hurting all over from getting hit a couple of times, and if he wasn't now he would be tomorrow. But he still managed to focus on me. What I was about to say was the reason why I tried to keep up a

slightly intimidating appearance in our lesion.

“Edged weapons have one additional advantage over blunt ones, and the advantage is that they can be poisoned.”

“Poisoned? What use would that have for someone who is not an assassin?”

“Usual stuff wouldn’t, But I have a bottle of forgotten beast poison.”I pulled out a metal flask and shock it before Onul’s eyes. “Instantly rots skin and flesh. Though if you wanted to use it you would need to get some engravings on the edge to hold poison that blood wouldn’t wash it away. Tell me if you’ll need it.”

I hid flask back in my pocket and gave Onul a supportive smile. “You did quite well today. There’s talent in you, that’s one thing you won’t need to worry about. See you in training” And I walked away, bearing all the weapons, as Onul was hardly in shape to walk by now. I doubted that he would ask me for poison; after all, it was not why I had showed it to him. It was a precaution, in case he was an exceptionally deceitful tyrant. I was almost certain that he was a noble in mind as well as position, but it always paid to be prepared. It was a message. If he would stray away from his fine behaviour too much, his next chalice of vine might become his last.

Yet again I seem to face the situation where second part is more than twice larger than the first. Nice work coming both from TalonisWolf and Monitor Lisard. I could offer you some advice too, Lisard. Use " instead of - in dialogues. Have no idea why but it generally reads better that way. My dialogue read like crap while I used -.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 21, 2014, 08:14:45 pm**

Quote from: Splint on February 21, 2014, 06:58:03 pm
I'm seriously wondering what Talonis is planning now. This is certainly interesting.

I'm honestly making it up as I go. Feel free to point me in a more or less vague direction.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **February 22, 2014, 08:38:45 am**

Quote from: Splint on February 21, 2014, 03:35:38 am
Quote from: Monitor Lisard on February 21, 2014, 03:18:48 am
Quote from: Splint on February 20, 2014, 01:57:55 pm
Need's some spit and polish. Kinda heard to follow in its present form. Does seem like those poor bastards blundered into an evil mist though.
You see, I'm not that good at storytelling. You see, I basically have no idea how to improve that piece.
Well to me it reads sort-of more like a script than a story, if that makes sense. Just without a "<INSERT NAME>:" to denote who is speaking or acting. Here, I think this might give you an idea.
Spoiler: Original except (click to show/hide)
- Wait here, kid. You know what to do. - Feb took a falcion with his healthy hand and slowly approached the edge of the forest. A tall, thin silhouette was hiding behind the trees. For a moment Feb thought it was a chaos dwarf, but the shadow he noticed was larger than the one of an average dwarf. He stood there for a moment and then said loudly:
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For a moment, it was silent. Then the thick bushes moved aside, and a tall, gaunt hobgoblin appeared on the clearing.
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Thanks, your notes are pretty useful. :) By the way, here's the second part. I hope it's better in a way of storytelling:

Spoiler (click to show/hide)
«It was still dark, and Feb could hardly make out the path they were following. Smunstu was confidently walking forward, pushing long branches aside and easily stepping over oddly-twisted roots. Drake trudged behind him, hauling both of their pikes, which constantly clunged to bushes and fallen trees. The old warrior knew this weapons could not be used effectively in a dence forest like this, but he insisted on taking them anyway – mounted chaotics were a considerable threat in open spaces.

"Wait here, dwarves." – Hobgoblin stopped and raised his hand. Drake almost bumped into him, tripping over a root. Feb crouched behind a tree and looked around. A fire could be seen nearby, gleaming on leaves.

“Chaos dwarves?”

“Nope, that’s our humies” – Smunstu replied – “Let me do the talking, they might mistake you for chaotics."

The hobgoblin made his way through the thicket and greeted those sitting by the fire in a human language. Feb stepped up and saw two armed humans standing on the clearing. They were better-equipped then regular legionnaires – both of them were wearing finely-crafted steel chainmails and bronze studded helmets, decorated with black plummages. The first one had a short sword in a scabbard hanging on his side and a large tower shield, while the second one, a scarred warrior with black bushy beard, was wielding a smaller oval shield and a huge, menacing-looking morningstar.

“I greet you, our allies.”– he said in a deep voice, “My name is Sulla, and here is my friend, Arkesh." Then he narrowed his eyes.

“Your face looks questionably familiar."

“Nice to see you, Sulla and Arkesh.” – Feb nodded – “Actully, we’ve met before. I asked you about enemy patrols a couple of days ago.i”

“Oh, now I remember you, dwarf.” - Arkesh, who looked younger then Sulla, grinned. “You were just standing on the cliff, I couldn’t make out your face.”

“So, what’s the situation with chaotics?” – Smunstu straightened his bow on a shoulder, then sat down. “Are they doing anything? Are they moving?”

“Not really. They are sitting in their camp by the river.” – Sulla and glanced at his companion. Arkesh looked like he was gonna vomit any second. “Well, an hour ago they piled swallow people heads near the entrance.”

“Poor guys.” – Drake sighed “They had no chance against chaotics.”

“I think we should leave as soon as possible” – Arkesh frowned. “There’s no point in staying here anymore.”

"First of all, we must scout this place a bit." – Feb looked at others. They stared at him silently. – "You know, check that camp to see if there are any captives there."

"There are." – Sulla said gloomily. – "Or there were."

"Look, we need to leave. They can start scouring the area at any moment..." – Arkesh jumped on his feet, waiting for others to agree with him. Feb shook his head.

"No way. We must check for survivors. We're gonna do this, right?" – He turned to Smunstu and Drake. They nodded, although Drake looked rather nervous.

"Alright, dwarf." Sulla stood up. "Follow me."»

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 25, 2014, 02:02:39 am**

Well, the dashes everywhere are a little distracting but that's much improved! :)

Ok, so far maces are in the lead. I'll leave the poll open until I get home from work tomorrow and then we'll get onto picking a material. Just for reference, if mace is picked, silver and adamantine are right out. I've had silver maces bounce off crap more times than I can recall just because it was "inferior" to the material in the way. Thanks armok that chaos dwarves forgot what proper helmets are right?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **February 25, 2014, 12:29:00 pm**

For a mace...Void Crystal would work pretty well, as would Elementium. Can't recall if Incendium or Ward Iron is better for blunt, though. However, I think the best would be Orichalcum. It's expensive, heavy, and durable. Should be about perfect for a kingly Mace.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **February 25, 2014, 01:09:52 pm**

Both Orichachum and Void crystal somewhy asosiates with Faceless Void from Dota 2 for me. And that guy could literally smite you into next week. I'm gonna call this a good feeling about this idea of a grand mace.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 25, 2014, 05:02:48 pm**

Quote from: DreamerGhost on February 25, 2014, 01:09:52 pm

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Seems Legitimate.

I believe I already voted for it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 25, 2014, 06:04:38 pm**

Alrighty, looks like maces have it. Time to put up a vote on material, since we appear to be undecided.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **February 25, 2014, 06:54:25 pm**

Why can we vote for three options?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **February 25, 2014, 07:24:08 pm**

Quote from: TalonisWolf on February 25, 2014, 06:54:25 pm

Why can we vote for three options?

There was a poll at one point (I believe it was pre-embark, don't remember,) with multiple options and I can't figure out how to change it.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 04, 2014, 09:50:10 pm**

24th Hematite, 233

The jail cells have been torn down and a single massive holding area with copper chains and a few beds now sits in its place. Goden and Erush have also both been buried and headstones raised properly now, and the King's last remaining situation in need of rectification is his throne room. It isn't quite at the level it needs to be, even after engraving every surface and only supplying the finest made stone furnishings. All the tables and chairs have been torn out and once the Fortress Guard has their space finished, they'll be put to use as a small barracks eating area. Finally don't need to worry about idiots eating in the jail, just the Guard Barracks.

Speaking of which, the old Guard Barracks has been sealed off. I don't want some kid playing on the old boxes in there and breaking his head or something.

28th Hematite, 233

King Onul has informed me that he wishes to field a mace against our enemies. When I asked what he'd like it made from, he said elementium. I spoke with some of the others about this, and those who've studied alchemy say it's a very expensive to produce metal, but second to none but adamantine. The primary obstacle is relon aren, some sort of solution used for making the pure elemental elixer. We also need storm, ward, and frost crystal gems as well as fire hearts, and I'm sure those aren't cheap. Anyway, I've ordered the formation of a King's Guard unit, to specialize in the use of maces. In the meantime, I've asked that some maces be made so King Onul can train properly.

12th Malachite, 233

I found out the Peacekeepers had been making off with the maces intended for King Onul's guards on the ground that they were "much nicer." Basically they took them because they were made of orichalcum, which is rather valuable, despite having perfectly good beating implements already. I gathered them up, asked them if they wanted King Onul to die on our watch so soon, and of course they said no.

So I had them drop whatever weaponry they had.

DreamerGhost brought in a box full of maces looted from the enemy, made from all kinds of materials. I told them to pick any mace not bearing the Fortress Seal, and that any newly forged maces are for King Onul's bodyguards until further notice.

As much as I am loath to write it, we may need to finally hunt for the blood of the earth. I was looking over everyone's gear and as it stands.... We just can't match demand right now because of fuel. I'm going to bring it up with the Council tonight, to see if our admins are willing to take the chance of running into.... Well, whatever the hell is down there to find it.

Also told the butchers to have at any and all animals we have: Dogs, yaks, doesn't matter. Only things being spared are the ants.

3rd Galena, 233

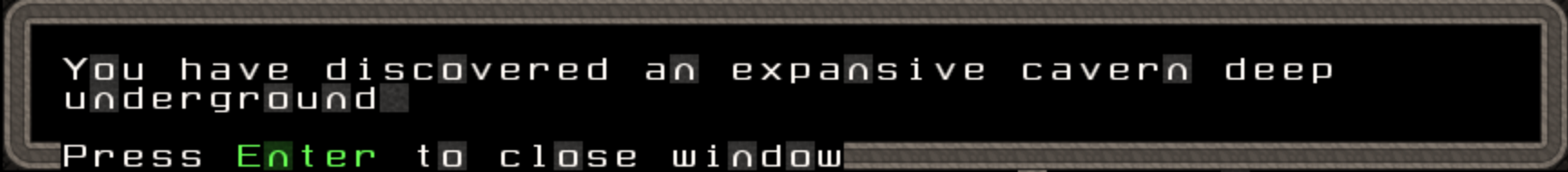
The dig has commenced. We're also going to try to make a working rail line to make transport of ore and materials down to the place, thoug knowing my luck it'll result in someone getting run over at best. We've begun the seasonal patrols, since it's about time for the humans to come. And the bugs. The troops have thier orders to kill any xelic, silver or violet, on sight.

7th Galena, 233

→Dumed Omristzuglar Farmer has gone stark raving mad!

Came in from patrols and found out Dumed lost it today and commenced to shouting gibberish while tossing clothing at people and animals.

11th Galena, 233



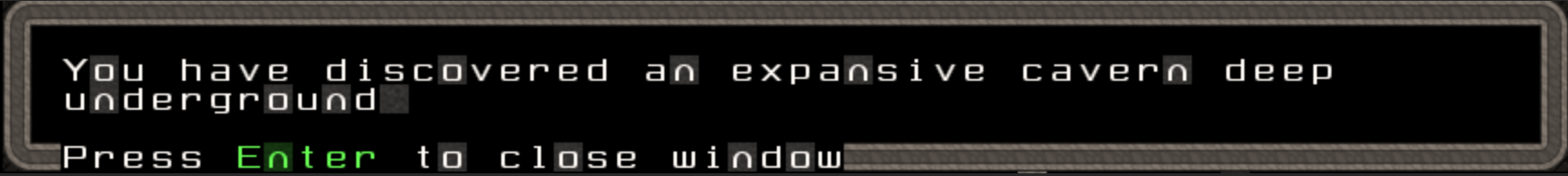
Excavations were hampered in the search for the earth's blood. Onion told me about it, a huge second layer to the caverns. We need to construct what needs to be constructed and get it over with so we can continue downwards. Humans showed up too, so we need to watch out for the bugs. I won't have anyone insulting good honest working dwarves' livlihoods just because they do what they do in whatever they perceive as the wrong way.

-

Got a report in from another patrol. Goblins took a swipe at Dakost and Dragonfly. Dragonfly put down the enemy sergeant in record time and the speargoblins with it spun back around and fled into the brush. That means more goblins are likely in the area, so come sun-up tomorrow will likely be very busy.

14th Galena, 233

Well, I was wrong. Aside from a strangely lone goblin pikeman (who was killed by Darko,) and a master thief (who escaped by sheer agility, outrunning Doren,) the goblins are being rather quiet. There was an attack yesterday, with Degel managing to drive the goblins away with Ferro's assistance. Anyway, the downward search for magma was stalled by yet another cavern layer. Didn't even know the caves went down this deep... Maybe they don't, but it doesn't matter. We need magma to outfit our forces properly and the caves and their residents are an irritant at best.



18th Galena, 233



The traitors come again. What's a little distressing is the number of bowdwarves they have this time. Knowing thier braindead horses they'll end up... Oh, gods, fighting like the sand raiders!

-

Well, it's done. We actually managed to beat them quite handily thanks to the forest hampering thier mobility and absorbing thier attacks. My squad reinforced Tholtig during the battle and reports say that Degel, Doren, Darko, and Dragonfly took on the intruders to the south. The Goannas also took to the field for the first time in a long while, meeting an enemy unit lead by an axelord that Glasseye took out of the battle quite handily, causing the heretics under her leadership to go into a full rout, as well as scaring away an entire unit of bowdwarves. Unfortunately, Degel was injured during the battle but mercifully Parson has informed me there's no permanent damage.

Since hungry patrol dwarves proved to make the fight take a little longer than we would have liked, I put out an order for field packs to carry patrol rations in, three meals a day per dwarf expected to be out on patrol duty.

27th Galena, 233



They did it! The miners found the biggest clue to the presence of magma! Since the shaft ended above it, I had some of the masons draw up plans to go sideways until the miners hit more warm stone, indicating they'll be right on top of it. Then we'll be able to move any and all goods in need of melting down to the blood of our world and render it down for usable metals!

6th Limestone, 233

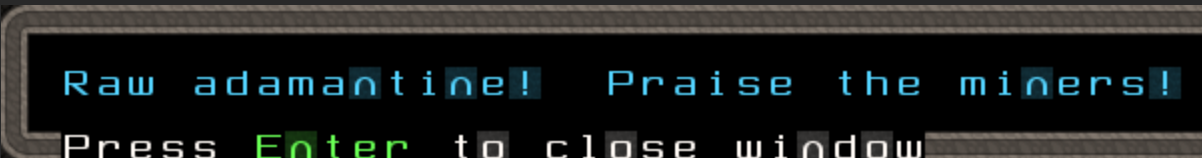
Incompetent, every single one of them. Even Onion. Apparently despite the fact that it's clearly safe, the idiots refuse to keep digging as they hit more warm rock, slowing excavation of the eventual metalworker's guildhall space to a damned crawl.

8th Limestone, 233



Glasseye named his spear today, making it the first named spear in this place! Good for him.

11th Limestone, 233



I... I didn't think we'd... Well... It's done. Onion found it, while digging out the new ore storage room... Many of us are already eyeing it... Myself included. We must all be thinking the same, that it would put our faithful weapons that have served us so well these last seven years to shame. Yes, there's risks, but with it... We shouldn't take the risk. But if we take it, then nobody would be safe from our blades.

Nobody.

Not even the chaos dwarves.

I'll be up front about it, I used supdwarf to get the godsdamned magmaworks dug out quickly. I got irritated by the job cancel spam and having to constantly redesignate.

So, we hit adamantine by accident. I used reveal to make the miners ignore the warm stone and didn't say any in that imediate view so thought nothing of it. Figured it was off somewhere closer to the edges of the map or futher down. Sent the miners to start digging a new ore stockpile after restoring the unreveled stuff since I didn't think there'd be warm stone to contend with, and bam. Adamantine. Not two tiles in.

I'm gonna have them dig it up and hope for the best, but if something goes wrong we can seal the residential block and non-magma industries off from magma-powered manufacturing. I know we have four spires somewhere around the map thanks to dfhack's feature command, which I used to ensure the spots we haven't seen stayed unseen until we find them the normal way to prevent "Urist McDerpderp cancels collect webs: No path" or similar things. That's actually unprecedented for me, with the most I've seen being three in Spearbreakers and that was ages ago.

Anyway, a few abritary designations lead to us finding the general area of magma, found adamantine, beat back a mounted bowdwarf attack, had someone go stark raving mad, and traded with humans. That's the short version of this update's events. We actually somehow managed to miss the third layer completely according to the feature thing too, which is odd.

With this sudden discovery though, a new poll is up.

And last thing guys, as you know I have a demented love of community forts and desire at leat 2-3 running at any time so I can jump between them when I don't feel like playing one or another, and Masterwork won't be updated for a few months I can finally start one using that. Watch out for it within the next week or two.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 05, 2014, 12:21:23 am**

I'll type something up after school hours tomorrow, if all goes according to plan. Besides, I like trying to fit other peoples stories in, as long as it makes sense for my charecter to have knowledge of them.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 05, 2014, 02:51:32 am**

-SUBJECTS:DECEASED-

This list shall house those we've lost, claimed or not. Formate will be name followed by cause of death. ABducted children are here as well.

Current casualties: 31

==Citizens Killed by Madness==

Weaver Mistem Loronul: Stark Raving Mad
Farmer Dumed Omristzuglar: Stark Raving Mad
Visiting Merchant Domas Idemdeduk: Berserk Rage; Killed by Caravan Guard

==Soldiers Killed in Action or in Accidents==

Sergeant Lizard Razotshorast: Killed in Action
Hoplite Eral Mikuzoltar: Killed in Action
Hoplite Meng Sengkogan:Killed in Action
Hoplite Ustuth Mokezuzol: Killed in Action
Sergeant Oddom Otast: Killed in Action
Sergeant Adil Lebezmezbuth: Killed in Action
Corporal Goden Roderdodok: Killed in Action
Corporal Erush Nishdeduk: Killed in Action
Private Citrine Tobulkor: Killed in Action
Sergeant Firefly Limorfikod: Drowned
Marksdwarf Stodir Morulzatthud: Killed in Action

==Citizens Killed by Aggressors==

Butcher Feb Imushid: Invader
Visiting Merchant Doren Udiluthmik: Invader
Carpenter Titus Atastlolok: Invader
Wood Burner Zaneg Ginetabel:Forgotten Beast
Assistant Physician Morul Asiznomal: Forgotten Beast

==Citizens Killed in Accidents or by Wildlife==

Farmhand Dumed Omristzuglar: Dehydrated
Animal Trainer Rith Lisidducim: Accident
Butcher Tekkud Lolorlitast: Accident
Engineer Sarvesh Bimshoveth: Accident
Woodworker Catten Mengtost: Accident
Woodcutter Aseaheru Rutoderith: Accident
Jeweler Ral Shammanadil: Accident
Hive Warden Rakust Evostrigoth: Accident

Gemcutter Shiner Vutokegul: Accident
Thresher Meng Sarveshtarem: Fire Imp
Jeweler Minkot Ekastamost: Giant Rat

==Citizens Killed by Time==
Peacekeeper Ited Inodibmat: Old Age
Cook Atir Unibisak: Old Age

==Children Abducted==
Child Monitor Rinulmonom: Abuducted

This will be our newest list, to be linked at the bottom of the migrant list (which is pending revision.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **March 05, 2014, 06:57:48 am**

Could you also review the fan contributions post? It's probably not that important, but some interesting stories are unmentioned, including "Test of intent" part 2.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 05, 2014, 07:11:48 am**

I was worried about that honestly. i have no idea how many things I've missed since I've been all kinds of screwed up.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **March 05, 2014, 12:37:32 pm**

Well, that's exciting. It'll be interesting to see how this goes.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 05, 2014, 04:20:17 pm**

Merchantile and Intelligence

Merchantile

Trade with the humans went more or less as usual.

Earnings from Conflict Bets have been quite good lately, my profits have increased by half. The regular percentage will go into the treasury, of course. (OCC:Will edit in more details if necessary, this section feels a little...empty.)

Intelligence

I took advantage of the trading situation and recruited two humans as agents, so hopefully I'll be able to gather some intel on that side of things.

The investigations of Onul, Chaosmaker and Maskwolf continue, but as yet we haven't made any major breakthroughs. We have found reports on charges laid on Maskwolf by the King, but as yet we haven't ascertained as to *what for*. It appears to be a response from the King when Maskwolf refused to enter military service, but I feel like there is something deeper we haven't found...

I have taken the liberty of making the old Guard Barracks my Network's headquarters. I'll show you the secret entrance at a later date. Who knew that a barrel could hide the entrance so well? A copy of the list of Casualties has been posted in headquarters to provide incentive.

Attempts to recruit Senshuken have thus far received no response.

Overview

-Trade more or less as normal, my profits have increased by half.

-Recruited two humans as agents.

-Established Headquarters in Old Guard Barracks.

-No progress on Senshuken.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 05, 2014, 05:31:41 pm**

I can put some stuff in the old guard barracks to correspond with that if you'd like.

Ok, so I'm *pretty* sure I got the community contributions post up to date. Sombody let me know if I missed something.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 05, 2014, 09:57:37 pm**

Nah, the reason I choose it is because it was convenient- otherwise I'd have had to set it up in some abandoned mineral/ore vein or something. If you *really* want to, alright. Otherwise, it's just a story point.

Although, it'd make a great secret fallback point and bunker... Meh, might as well make a better one.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 07, 2014, 07:27:14 am**

I'm gonna leave the poll up for another day before continuing on with another update. It's pretty close as to what King Onul will decide on!

EDIT: Evidently opinions are split of the whole small band who voted. I flipped a coin for best 2 of 3 and sword won.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 10, 2014, 05:16:53 pm**

Only nine people voted, but you have a total of ten votes... someone just trolled the vote.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 10, 2014, 05:32:02 pm**

Actually in any given split 2 or 3 way vote, I spread mine out evenly. So one vote on each is actually from me, as a matter of avoiding showing favor to any one option.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **March 22, 2014, 07:53:26 am**

Day 1

Overseer has acquired a box of carved runic symbols from somewhere. He says that he bought them from some wandering merchant. Just a little game to pass the time. Carvings on the box name the game “Runescape”. Symbols look rather interesting, they are made from various materials, though I can’t make heads nor tails of them. Too bad there was no rulebook in the box. Probably something from the islands. Many isolated communities with rich traditions live there.

Day 3

Overseer has gotten really interested in those runes. Saw him today with runes scattered across the table. It seemed that he was trying to arrange the symbols in some pattern or another. Maybe the runes are a puzzle game?

Day 6

Overseer has decided to take a few days off so that he would have a bit more time to search for a pattern among the runes. Well, seeing as the backlog of work that needs to be done extends for a few months, he is well entitled to do so.

Day 9

Overseer has not left his room for a whole day. Some of us are getting worried. I decided to ask around a bit. None of the dwarves here have ever seen lone merchant that would be selling puzzle games, or, in fact, any merchant aside from seasonal ones. Seeing as the seasonal merchants left over six weeks ago, this is worrying. Furthermore, nobody here had ever heard of any game named even similarly to Rune scape.

Day 15

Overseer has spent more than three days in his room without leaving once. Before, he would at least leave to get a drink and something to eat, but recently, even this has ceased. Some had wanted to go see if Overseer was all right, only to find the door to his room locked. People are too worried to talk, the great hall, which once was so full of conversation that you couldn’t hear anything from further than two steps away is now silent as a grave.

Day 18

What fools we were! The writing on the box did not mean Rune Scape. It meant Run, Escape. Overseer has been claimed by some alien spirit, and the remaining dwarves are having their life sucked out of them! They do not notice it, but their once sharp minds are dulling by the moment. They seem to have forgotten how to speak, they are constantly repeating same actions over and over again. The select few who had been of stronger will and noticed what was happening have all but left the fortress. Alas, running away is not for me. I have only one choice now; I must confront the overseer, and destroy the runes.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 22, 2014, 08:42:16 am**

xD that was a good way to start my morning. Actually I have been playing the fort. A giant cave crab killed a glazer named Alath and Vect's leg got torn off. She somehow survived (barely) which I count as a damn miracle since dwarves her size usually bleed out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **March 22, 2014, 11:36:47 am**

Quote from: Splint on March 22, 2014, 08:42:16 am

Actually I have been playing the fort.

Glad to hear it, and glad to hear that you liked the story. I could just leave it at that, as a short horror story or I could add day 19 with a nice ending when you post the next update. Take your pick, ladies and gentlemen.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 22, 2014, 11:41:08 am**

Either or is fine, that's up to you.

Also the incident with said crab has taught me something: I have no fucking clue what I'm doing with these minecart tracks and at least one more dwarf will probably be dead on the inaugural ore delivery to the store room it leads to.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 22, 2014, 04:05:47 pm**

Meh. Dwarf Fortress is a game which almost rewards incompetence. With hilarity.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **March 23, 2014, 03:16:04 pm**

From the diary of Alligator, glassmaker:

Haven't seen the Overseer for a while... Selore claims he's been staring at some kind of a glowing glass block and pressing on some strange board with letters scribbled on it. And he's been doing it for weeks... I dunno, dwarf. That's really weird. Our fellow tigerwoman must have mistaken it for something. Those tribals have quite an imagination...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 23, 2014, 03:25:41 pm**

I dunno if I should add the last two joke things to the community stories bit or not :P

There may be an actual update tonight! Huzzah!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 24, 2014, 09:08:02 pm**

13th Limestone, 233

→Alath Ducimbim Glazer has been found dead

A glazer named Alath was found dead today in the caverns near the construction site. According to the report, Alath's head had been crushed, as if by a huge claw. I've sent word to the others, I'm heading down to investigate, and if I can, bring Alath's killer to justice.

-



Vect is in rough shape. I heard workers screaming from the access stairwell, and passed three on the way through the opening. Vect's leg has been ripped off, but amazingly, unlike many dwarves Vect's size such as Citrine, she survived, though just barely. She tumbled down near an underground lake and Frost found her, evidently having fled there himself earlier from the same crab that killed Alath and assaulted Vect. I was... Angry, actually. Very angry. At least one dwarf died following my building and excavation orders and another has been lamed for life. I felt such power fill me... I showed that monster no mercy.

Shutbite sliced away fist its massive pincer (though not quite as massive as that beast we fought on the surface years ago,) and then with a mighty stab while it was still was reeling from the severed limb, I ripped away some vital from below it.

The Colonel slashes The Giant Cave Crab in the left pincer with his Ethnaitig Etom Onul and the severed part sails off in an arc!
→The Colonel slashes The Giant Cave Crab in the apron with his Ethnaitig Etom Onul and the severed part sails off in an arc!

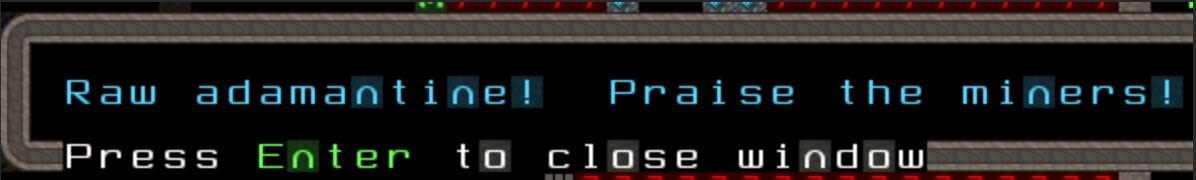
Vect and Frost both say they saw at least one more lurking in the caves during their flight, so I'm here now, waiting for it to come. Then, I'll explore this place on my own. I want to see whatever dangers are down here for myself, since the weavers have insisted on a gatehouse rather than total sealing of this cavern level sot hey can continue to harvest the silk, which they'd been doing without my orders since the breach was made. But, in light of Alath's death and Vect's laming, I'm going to ignor that demand. I wills till poke around however.

15th Limestone, 233

Well it's done. Ran into the second one while it was heading for the stairs. It took some dodging and rolling since I didn't have a mason to distract it with, but once it fell over from lost or damaged limbs, the fight was decided. I let the others know to drag up the remains and get a coffin ready for Alath before the poor bastard starts to stink up the place.

27th Limestone, 233

The Metalsmith's Guild can go screw. We need the complex ready now, and Onion told me two things.



One, we got access to magma. Two, she managed to fish a chunk of adamantine out that was apparently close to the surface of where they dug through the floor. Her pick melted of course, but still. We're apparently near more. I also heard that an exploratory dig northward hit a rather large vein of Tetrahedrite, which means more cheap and plentiful copper to fill Zacen's inane toy demands. I swear, it's like she didn't get to play as a kid or something, and I know damn well that she had a good upbringing.

28th Limestone, 233

Well, the ore transport system is nearly ready. We still need an ore cart to do the heavy lifiting and wheelbarrows for the loading station, but still. We've also got several operational magma smelters, just need anvils for the forges.

Just think Journal, soon we won't need to worry about fuel concerns, and the whole defense force will be both properly armed and armored! And more importantly, our most trusted smiths will be able to easily equip his majesty and his honor guards in that most precious of metals.

3rd Sandstone, 233

I've commissioned a special Iron minecart and six wheelbarrows. In case the minecart shipping system fails to work, I want the wheelbarrows handy to get ore down there quickly and effecntly, or as efficiently as can be done considering this place's layout.

7th Sandstone, 233

We should probably clean up the area outside...

Dastot Tatdeduk Bugbat Arbalestier has created
Lenshamedtul a phyllite crown!

Press Enter to close window

Dastot went a bit... Well funny last month around the 27th. She went on about some nonsense involving mushrooms, honey bees, foxes, and bricks, and eventually finished a stone crown today; not exactly useful, but hey. At least she didn't snap and try to kill someone with that arbalest she's lugging around.

I've also announced at a council meeting we'll continue to abide by Zacen's toy demands, but all toys made under mandate will now be made of copper and melted down upon completion. Zacen was furious, but King Onul said that it was within my right as Overseer of Fortress Operations (apparently that's the full title of the position; I know how to gut a heretic a dozen ways but never knew that!) to make such a declaration. He and everyone else present at the meeting agreed that it was a wise choice. Zacen's mandates get fulfilled, nobody gets beaten or locked up, and the materials get recycled for other purposes.

I've also gone through our stocks with Solon, and once metal production is underway all the old weapons too big for us to use or below a certain quality as well as the vast magority of the armor in this place is going to be melted down for scrap.

-

--The following is a notice that began appearing on noticeboard around the fortress shortly after constuction of the magmaworks began--

By order of Overseer of Operations, Local Metlaworkers' Guild Head, and King Onul Willcloister,

All extraneous metallic items of protection, battle, and entertainment below Guild Standards will be confiscated and melted down for use in newer and higher quality goods, both military and civilian. The Metalsmithing Guild appreciates your cooperation in this great recycling effort.

UPDATE! FOR THE FIRST TIME IN WEEKS! UPDAAAAATE!

So yeah, a short little update. Nothing overtly interesting happened, but I may possibly make my first working minecart delivery system that my possibly not result in a dozen dead or injured dwarves, our magma facilities are up and running after years of using elf homes and ancient dead plants to drive our furnaces, and there's more adamantine to be had. Probably gonna accidentally destroy the fort or something, I'm sure.

Also, it appears king Onul, while technically friendless, has acquainted himself with over half the population of the fortress. May try some overlapping statue gardens (one for him, one for the rest of the residents,) to encourage him to make some friends and maybe find himself a nice little dwarfette to pop out an heir with before he marches off to join his people on the horrific and bloody battlefield that is the Carryscar surface. And probably die.

Anyway, while it may be both short and late, it's some advancement! I'll try to get back onto this more, thanks for your patience guys.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **March 25, 2014, 11:20:56 am**

Very nice!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 25, 2014, 01:18:19 pm**

Takes a bow Thank you very much.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 26, 2014, 02:48:42 pm**

A double post for notification and a bump. To any who see this, I need ideas to allow the fort to suffer some great calamity that don't involve "deliberate" acts of sabotage on my part. I've come to realize that while I love this fort and all in it, it has become somewhat sterile, which is why I haven't been pumping out updates left and right like I used to.

Any ideas?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 26, 2014, 03:01:48 pm**

NOTE: NOT CANON. I MISINTERPRETED STUFF. I WROTE THIS UNDER MY OWN INCORRECT ASSUMPTIONS, AND I APOLOGIZE FOR THE INCONVENIENCE.

My Final Report.

Chaosmaker... The King... all have proven to be a threat to all dwarvenkind. We must completely and utterly eliminate all traces of their evil. I've investigated methods in which to do so, and here are my findings:

- Magma
- Open ourselves to the Xelics. They, I'm shocked to say, are the lesser evil.
- Lure a Beast of the Depths into our halls.
- Dig deep, towards areas untouched by Dwarven Pick, which have been hiding a threat lost to the depths of time. From what scraps of intel I've uncovered, it should be more than sufficient...
- Flooding.

May Armarok and Armok both have mercy on our souls.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **March 26, 2014, 04:03:53 pm**

Paradoxaly, Comunity games usually last less than Succesion games while being far more stable. The stability is the reason of death.

I say, go dig for the circus, and put my dorf in the front row.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **March 26, 2014, 04:18:11 pm**

Yeah, digging too deep is always fun. Have the king go crazy and order a full excavation of all adamantine, while preparing for the inevitable fight.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 26, 2014, 04:42:01 pm**

Quote from: TalonisWolf on March 26, 2014, 03:01:48 pm

My Final Report.

Chaosmaker... The King... all have proven to be a threat to all dwarvenkind. We must completely and utterly eliminate all traces of their evil. I've investigated methods in which to do so, and here are my findings:

~~Magma~~ Requires Deliberate planning.

~~Open ourselves to the Xelics. They, I'm shocked to say, are the lesser evil.~~ Have you seen their track record?

~~Lure a Beast of the Depths into our halls.~~ It would take too long to find a good one.

~~Dig deep, towards areas untouched by Dwarven Pick, which have been hiding a threat lost to the depths of time. From what scraps of intel I've uncovered, it should be more than sufficient.~~ Again, deliberate planning.

-Flooding. This one might be doable via Zacen's title getting the better of her. It was declared her precious toy axes were going to be melted down. All it would take is one dirt wall being weakened.

May Armarok and Armok both have mercy on our souls.

Quote from: Mephansteras on March 26, 2014, 04:18:11 pm

Yeah, digging too deep is always fun. Have the king go crazy and order a full excavation of all adamantine, while preparing for the inevitable fight.

Quote from: DreamerGhost on March 26, 2014, 04:03:53 pm

Paradoxaly, Community games usually last less than Succesion games while being far more stable. The stability is the reason of death.

I say, go dig for the circus, and put my dorf in the front row.

The King's A fairly level-headed dwarf by nature and he hasn't even been that far into the mines. And rather oddly, I actually enjoy forts like this because I can spend time decorating, expanding, recruiting new soldiers and other such stuff.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 26, 2014, 09:02:12 pm**

...then why so eager to put it down?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 26, 2014, 09:21:09 pm**

Who said anything about that? I just wanna spice up the story a bit, not outright destroy the place.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 26, 2014, 09:38:40 pm**

Opps. Misinterpreted things, my fault. In that case, I'd suggest moving your populace aboveground... leaves plenty of opportunities for !!FUN!!, but you can always retreat and plot your vengeance if need be.

Your excuse could even be that the fort is flooding, and you need to provide living space while you attempt to drain the fortress.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 26, 2014, 10:27:23 pm**

I do suppose that could work. I guess I could've worded things better though.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 26, 2014, 10:42:25 pm**

Meh, happens to us all. And no one else made the same mistake as far as I can tell, so it was probably me. This time, at least.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **March 27, 2014, 12:57:18 am**

"From the diary of Alligator, ~~glassmaker~~ Freetown mayor:

Those brutes just don't know what art is! Today, when digging for some interesting crafts, I found a great-looking amulet wrapped in dirty cloth. The overseer - this smug-faced ham-fisted grunt just dumps the beautiful artifacts everywhere! He does not care if it is a modest craft or a precious masterpiece - if it's not a weapon or piece of armor, he just throws it away! I heard him call it "waste of material!"

*That's enough for me. I, for everyone, proclaim the independent city of Freetown! F**k the king - he was a militarist anyway. All free craftsmen are welcome to join our community, where dwarves enjoy freedom of art.*

First of all, we need to choose a secure territory for our new town. Maybe, we'll have to claim some of Ozkakurrith' halls. Of course, we are not going to wage war with our brothers, but we'll never give in.

They took our liberty, but we will get it back.

Glory to Freetown!"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 27, 2014, 02:24:34 am**

Quote from: TalonisWolf on March 26, 2014, 03:01:48 pm

My Final Report.

Chaosmaker... The King... all have proven to be a threat to all dwarvenkind. We must completely and utterly eliminate all traces of their evil. I've investigated methods in which to do so, and here are my findings:

- Magma
- Open ourselves to the Xelics. They, I'm shocked to say, are the lesser evil.
- Lure a Beast of the Depths into our halls.
- Dig deep, towards areas untouched by Dwarven Pick, which have been hiding a threat lost to the depths of time. From what scraps of intel I've uncovered, it should be more than sufficient...
- Flooding.

May Armarok and Armok both have mercy on our souls.

Is it okay if I put a note mentioning that this isn't canon? I was under the assumption that the fort was going to be killed off at the time, which is now known to have been premature. Sorry 'bout that mess...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 27, 2014, 02:56:54 am**

S'all good. I do believe Monitor has given the tools I need to ensure some havoc with a secession of workers... Say... 30? No weapons or armor, only a few tools and stolen supplies?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **March 27, 2014, 08:04:12 am**

Pretty much, yes. You could also add 1-2 arbalests for "self-defence". I believe, Alligator's already carrying one around, right?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **March 27, 2014, 11:26:36 am**

That sounds like a fun side-story. You could either have them retreat topside or maybe down into some unused part of the caverns. Wall it off, set up a few farms with some irrigation.

Hmm, maybe eventually even give them a safe route down with their own little trade depot?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **March 27, 2014, 03:16:45 pm**

Quote from: Monitor Lisard on March 27, 2014, 08:04:12 am
Pretty much, yes. You could also add 1-2 arbalests for "self-defence". I believe, Alligator's already carrying one around, right?

That she is. Ammo of course they'd have to make themselves since anything else is earmarked for the Bugbats.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **March 27, 2014, 04:24:06 pm**

Quote from: Monitor Lisard on March 27, 2014, 12:57:18 am
"From the diary of Alligator, ~~glassmaker~~ Freetown mayor:

Those brutes just don't know what art is! Today, when digging for some interesting crafts, I found a great-looking amulet wrapped in dirty cloth. The overseer - this smug-faced ham-fisted grunt just dumps the beautiful artifacts everywhere! He does not care if it is a modest craft or a precious masterpiece - if it's not a weapon or piece of armor, he just throws it away! I heard him call it "waste of material!"

That's enough for me. I, for everyone, proclaim the independent city of Freetown! F**k the king - he was a militarist anyway. All free craftsmen are welcome to join our community, where dwarves enjoy freedom of art.

First of all, we need to choose a secure territory for our new town. Maybe, we'll have to claim some of Ozkakurrith' halls. Of course, we are not going to wage war with our brothers, but we'll never give in.

They took our liberty, but we will get it back.

Glory to Freetown!"

Interesting... I see my intelligence agency is going to be busy in the far future. I don't think they'll notice for a long while, though-investigating the King, Chaosmaker, etc. is bound to move the focus elsewhere.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 09, 2014, 07:27:57 pm**

Heya guys, just wanted to give you a heads up that I'm not dead. Flooding has begun but it's kinda slow going since it was a brook, not a major river or something of similar volume and I had to keep it small to make it slightly less obvious. Also construction on the supposed Freetown has begun and I have to kill a salt-blob.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **April 09, 2014, 07:52:43 pm**

Good luck with the Flooding!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **April 09, 2014, 09:48:53 pm**

You'd think flooding would be a perfect solution for a salt-blob, but sadly that's not the case.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 09, 2014, 10:50:05 pm**

Quote from: Mephansteras on April 09, 2014, 09:48:53 pm
You'd think flooding would be a perfect solution for a salt-blob, but sadly that's not the case.

I know right? Just as well though. Hell, took a week for the water to finally trickle through the bars into the main stairs.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 20, 2014, 04:50:32 pm**

17th Sandstone, 233

Of all the nerve.

One of the craftsdwarves, Alligator, had the gaul to declare a secession at a council meeting, citing my apparent disregard for the fine crafts dwarfship of those not involved directly with the military as the reason. She brought up one of our artifacts, an amulet, being found in a storage bin with other trade goods and old clothes, and said my disdain for such fine crafts is inexcusable.

King Onul tried to talk her down and she told him to go fuck off after she insulted me, calling him a militaristic prick as bad as me, and Maskwolf made a point of saying that it's dwarves like us who keep the xelics, bugbears, and goblins from killing dwarves like her and Talonis said that the amulet got left there by whoever made it, that it isn't my job to store those things. It's the job of the craftsmen or the vault staff and he pointed out if I didn't care about the less useful artifacts, I'd have never ordered a vault (gold plated at that!) specifically to protect them be built. Zacen meanwhile was still fuming over the toy melting declaration. I haven't seen her since the meeting.

Regardless, Alligator is gathering followers and there's already been reports of food, drink, seeds, and tools going missing, as has a farmhand named Dumed. The official release of the missing dwarf case hasn't been announced, but nobody's seen that dwarf in days. I'm worried a crab might've gotten him. Or her. I never actually met the reported dwarf, I don't even know if Dumed is a he or she.

21st Sandstone, 233

Sounds of construction somewhere above the magmaworks. Found several hollowed out veins of ore I didn't order mined, but I sent a collection crew in to retrieve the ore. We need all the gold we can get for the bank plating. Tun said something about a vein hollowed out leading to the dry ground across the lake, but I didn't send a crew to investigate.

If those "Freetown" fools want to die out there, subsisting on plump helmets and slime mold alone that's their business.

22nd Sandstone, 233

→Dumed Omristzuglar Farmer has been missing for a week

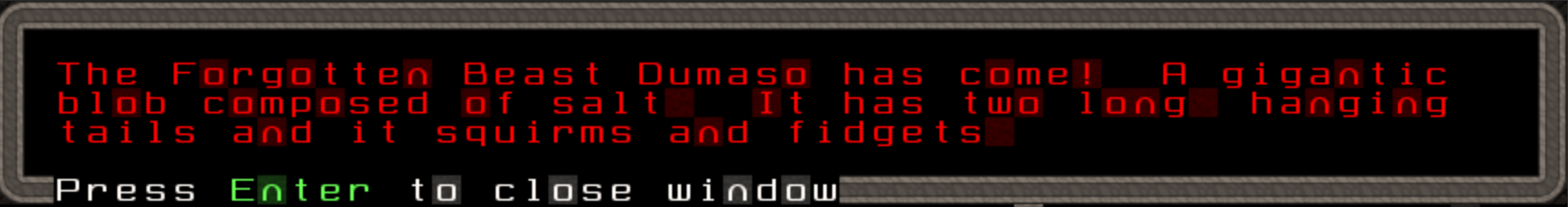
The Peacekeepers have finally released the report. A coffin and slab are being readied in hopes that someone will find Dumed's corpse.

-

→Dumed Omristzuglar Farmer has been found dead dehydrated

Well, Dumed was found before she/he started to rot, according to Selore. They'd found the poor bastard dead, having somehow died of dehydration.

25th Sandstone, 233



I'm heading into the caverns again. The Cave Dragons were on patrol near the entrance to the palace and they heard some kind of freakish screeching. Can only mean one thing, and that's another one of those... Whatever the fuck they are.

Nothing Shutbite can't deal with though.

-

The miners are clearing a path to the beast for me now. I'm writing just to pass the time as Onion and someone else are switching out. - After this, there appears to be a mess of nonsensical poems, doodles of swords, dwarves striking down chaos dwarves, dwarves striking down xelics, and an amulet being struck down by a work hammer.-

2nd Timber, 233

Still waiting. Patrols have begun topside, and it was my unit's turn. Ah well, I'll get up there soon enough. Just hope they leave some raiders for me to kill!

5th Timber, 233



I've been informed there's a leak somewhere topside. Where was easy to spot. Someone used nickle bars to try and mask where the leak was made, but obviously they forgot that they'd need to paint it to keep it from being shiny in the torchlight.

Regardless though, I'm told nothing can be done about it right now. The water's coming in just fast enough to keep anyone from removing the metal and bricking it up or putting some treated wood over the hole. So I've sent an order to the miners via Selore to try and make some kind of drain, to at least keep the fortress from flooding.

6th Timber, 233

The beast seems to have moved on, much to our annoyance. And the miners, being spread thin and down a tool, failed at their first attempt to make a drain, but Grimmash manage to avert the disaster at the cost of some architecture (namely a an already smoothed floor,) so that crises is abated for the time being. And on the upside, whoever tried to sabotage us instead gave us a lovely makeshift waterfall, which will be excellent for morale!

9th Timber, 233

Still wary of the beast. Dunno where it is. And now there's rumors circulating about two things.

1. Is that Zacen may have been the one to try and sabotage the main stairwell. She has the knowhow to do it, and is one of seven dwarves who knows the exact location of everything architecturally and how to wreck it. The others are my fellow founders as well, but they were either on patrol or confirmed to be busy at the time the sabotage would have been carried out.

2. If not her, then there's a possible chaos dwarf in our midst. I've heard that Talonis has been assembling a network of informants and such alongside his failed attempts to convert people to the Vamrii faith (or one resembling it,) specifically to keep an eye on such an

occurance.

Since intelligence is as vital to a war as good soldiers, good weapons, and good (or at least plentiful) food and drink, I've had the carpenters set to work on refitting the old Peacekeeper Barracks for use as his Intelligence Headquarters. This act was approved by both Nuri and King Onul, who agreed it a wise move and its in my hopes that he'll bring anything he hears to my attention or has Selore ferry that info to me.

I've also given permission for the Peacekeeper mess area be used as a public meeting place. People eat there anyway no matter how often the Peacekeepers throw people out, so it only makes sense to let people congregate willingly where the guards can watch them.

On one more note, the minecart system appears to be functioning properly. I did a check and found that a minecart laden with approved ores was waiting for a proper stockpile to be set up so it could be unloaded. I've had one set up, and between the minecart and so many free hands, there was a massive exodus of sorts when dwarves went in a massive surge to relocate ores.

11th Timber, 233

Nothing has been found except an abnormally irate kestrel that took a swipe at me this morning. It's dead now. I took the liberaty of this lull in action to park out areas that need to be cleared of bodies. I'm strongly considering having the dump pumped full of magma to incinerate and otherwise melt down everything, but I don't know of anyone here with that expertise. If I recall right I asked the king about it, and anyone with knowledge of magma engineering still lives in the old capital and are trying to fix the mess that happened in its magmaworks.

13th Timber, 233

The Vamarii beat our kin here this year. Toad reported sighting them to the west.

-

It begins. At sundown I got a report from Thor and Ferro, who had a run in with a pack of leopards, ones trained for war and bearing metal plated collars used to denote such. The enemy comes, and is likely to be found by our patrols in the morning.

Apparently Thor took the bulk on alone, having not bothered to inform Ferro of the one stalking him. Pyrope and Mad Bomber jumped in as well, scoring a kill each while Thor killed three and Ferro killed the one on him. The names appear to be written in Sand Raider, so we at least know who to expect.

To compound issues, Firefly slipped and fell in the cavern lake and drowned.



He's officially listed as missing until we fish his body out, which Aluna is demanding left and right. In the meantime, a grate has been placed over the most likely culprit, the spot Grimmash channeled out to let the water get out of the stairwell.

14th Timber, 233



There was a clash at our southern border today. Sand Raiders like we expected, riding a mix of camels and horses. Most came without bows, and according to Toad, the raiders sounded pretty pissed off that their mounts wouldn't do as they commanded and take them into battle. Such unruly things horses. And camels for that matter.

But there was something else Toad reported as well. A third group this one lead by the raiders' general, a human and known pain the ass for many a kingdom by the name of Nek. Evidently his personal guard ride tigers and skunks into battle.



According to the report, Ferro blundered right into Nek's rearguard and after downing one of the skunk-raider duos, went after the general himself; Mad Bomber can vouch for Ferro having done the deed as he saw the blow the ended the enemy general. But there was something worse that was shouted from the walls.

The caravan from the homeland had arrived, from the south, and right in the midst of many of the sand raiders.

Danananaaaaaaaa! An actual factual update! So, in short, we lost a few people to apparently mysterious means, the minecart is working somehow, and we killed a general! The FB is still roaming around the lake now, apparently it got bored of waiting for the miners to dig a hole to it. Toad is also alive, as she managed to do what Goden couldn't and survive a swarm of large angry predators that came down on her when she found the sand raider general and his squad.

Also, food for thought for your dwarves: Could Firefly have really been pushed in? Was Dumed locked in his room until near dead by an intruder? Was it really Zacen who tried to drown the fort in the most hilariously inefficient manner possible?

Also I have found sand raiders seem to have a bizarre fascination with mauls and warhammers.

Anyways, enjoy guys!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Nail** on **April 20, 2014, 05:15:49 pm**

Quote from: Splint on April 20, 2014, 04:50:32 pm
Could Firefly have really been pushed in? Was Dumed locked in his room until near dead by an intruder? Was it really Zacen who tried to drown the fort in the most hilariously inefficient manner possible?
Tune in next time, same Ozkakurrith time, same Ozkakurrith channel!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **April 20, 2014, 05:55:06 pm**

Exciting! Glad you're updating again!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 20, 2014, 05:58:24 pm**

Never claimed to not be playing or not updating anymore, just now updates are more spread out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **April 20, 2014, 09:26:29 pm**

Merchantile and Intelligence

Merchantile

There is grumbling and dissent amongst some of the craftsddwarves, who have gone ahead to form a 'Freetown'. This will actually increase productivity, as competition between Freetowners and Loyals reaches a head. In fact, bets are already being placed on which side will produce more goods each week! Extraordinary profits, I must say.

I await the potential arrival of the Dwarven Caravan, but I don't hope for much- any fool who drives their caravan right into a fight already in progress is to stupid to recognize a good deal.

We should allow tales and rumours of us killing that Human Sandraider General to spread- it may increase confidence in our ability to protect future caravans, attracting traders and potential migrants.

Intelligence

The more, to quote a comrade, 'Pissed off' of the Craftsddwarves have gone ahead ands started their own settlement, known as 'Freetown'. They do not appear to be a threat at this time, but if there is an enemy amongst us it stand to reason they may try to incite a civil war- a careful watch must be maintained, and the traitors amongst us must be found and apprehended!

The suspicious deaths of Firefly and Dumed, combined with the Sabotage, appears to be results of Extremists actions, from both the Loyalist and Freetowner alike. You may want to increase the Peacekeeping core.

Progress on our investigations have been slow, as my network is still growing- however, we have not been able to place Chaosmaker during the attempted sabotage, nor Maskwolf or Zacen.

Dwarves love their independence, as they should, and are hard to convince into spying on their brethren. As hard as it makes it for me to expand my operations, at least I'm assured no one from the Chaosdwarves or Xelics are going to have an easy time placing moles in our organization. I am certain we are only dealing with two or three infiltrators, if only we could pin them down!

To sum things up:

-We are keeping a careful eye on Freetown, and should Chaosmaker or any of our other suspects go over there, I suggest having a squad patrol the entrance to the Freetown Cavern.

-There appears to be conflict between Freetowner and Loyalist factions, which is what is responsible for the two deaths and the sabotage. A Peacekeeping force may be required.

-We may want to spread the news of our success against the Sandraiders to attract business.

-The one in charge of the Caravan is a complete and utter imbecile.

-Our investigations are not making to much progress due to our lack of manpower. This will take time to remedy, but I easily have the resources to do what is needed.

-Betting profits have reached record highs- this is due to competition between Freetowner and Loyalist workers.

.....

"So, you are the one in charge of the Freetowners."

"Yes. We may not look like much, but then, neither did this Fortress to start with. We will honour our work!"

I glance around at the site of Freetown. It's a relatively dismal sight, but it does have potential. Of course, me being here could be considered 'Treason', and I really wish I had a better option...

I turn my gaze back to Alligator. She is quite suspicious of me, as she should. Really, I *should* be shutting them down and arresting them for Treason, but unfortunately that is not an option.

Especially if what the reports are hinting at are true...

"Look, I don't expect you to trust me. But right now, I need you! Freetown may be this fortresses only hope if the things I'm hearing about the King are true." I proclaim, watching for her reaction to my next statement. Depending on how she reacts, I could be in very deep trouble. "I have even seen reports of him being responsible for the Mountainhome's Magmawork problem, some even go so far to claim he purposely sabotaged it!" Her eyes widen. Good, she isn't in league with Onul.

"And if even a sliver of what I've heard from Maskwolf is true, things may take a turn for a worse. I may need you."

Alligator turns and watches the construction of some farmland thoughtfully. "Alright, fine. Let's say I believe you. What's in it for us?" She turns and faces me, her gaze one of iron determination. "Why should we risk our newfound freedom and livelihood?"

I ponder this- she does have a point- if even a hint of our fallback plan reaches the King's ears they'd be better off offering themselves off as a Xelic Smorgasbord! "Alright, how about this. Me and my operatives will sneak in supplies and a quarter of my profits as funding, and you will be provided edited copies of the reports I give to Splint and the King. In return, you will follow the plan and be willing to provide refuge for any dwarf my agency requires protection for. Are we at an agreement?"

Alligator grins- she knows a bargain when she sees it. She is a Craftsdwarf after all. "Alright, it's a deal."

Hopefully, I'll never have to implement the plan... or Amarok and Armok help us...

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **April 21, 2014, 03:25:27 am**

..."Another pile of intellegence reports, I see?" - someone asked mockingly in a low, femenine voice. Selore shuddered, almost dropping the papers and looking around. Tall, slim silouette was hiding in shadows behind one of the statues.

"Come here, baby. Mind a little talk?"

The tigerwoman slipped behind the statue and found Alligator, dressed in black coat. She was wearing strange glasses with slight green tint. A smile lit up her face.

"Good to see you, kid." Alligator narrowed her eyes and leaned on the wall. Selore blushed.

"It's not what you think!" she whispered loudly. "I don't spy on anyone..."

"Nevermind, my fluffy friend." Alligator grinned. "Look, could you do me a favour?"

"...Well, sure." The tribal suddenly frowned. "I understand you dwarves, but I'm not going to spy on Splint either."

"Don't worry, I want something else." the glassmaker sighed - "You know, we Freetowners are all under surveillance... I need someone trustworthy to deliver the correspondence to the locals."

"Oh, I'm fine with this." Selore gazed down the corridor. Someone was standing next to the stairhall, listening to their talk.

"Don't worry kid, I got this." Alligator nodded. "Here, take this. Give it to Anvil." - she pulled a large envelope from under her coat and handed it to Selore. The tigerwoman swallowed and nodded.

"Be careful, kid." the mayor of Freetown sighed. "You go first."

"From the personal log of Alligator, mayor of Freetown:

We finally managed to set up farm plots and organize a bunch of workshops. We also discussed some issues in our newly-appointed senate. I suggested inviting miners to mine out the gems for the jewelers that might support our settlement. We also decided to hire more woodcutters to fill our stockpiles with cave wood.

A couple of days ago, we were visited by Talonis Wolf, who offered his servises as double agent. Although he seems to be loyal to Splint, we yet share our opinion on the King. Anyway, I accepted his offer, and also gave him some information on our current project. The senate asked me to find a way to increase our exports. Of course, we could always smuggle a bunch of trinkets into the trade depot, but we need something more than that.

Here's the plan: we're trading with Ozkakurrith using a fake trading company. Let me call it... Enigma Imports. It will sell high-quality clothes, backpacks, quivers, furniture, mechanisms, and so on. I hope Talonis will help us with this.

About the defences - one of the senators said that we should construct more ballista parts and organize emplacemens somewhere closer to the surface. I also sent a letter to Anvil to convince her and other metalworkers to join us.

Glory to Freetown!"

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **April 21, 2014, 10:43:00 am**

And so starts the Black Market! :D

Well written, my friend. I look forward to doing buisness!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Mephansteras** on **April 21, 2014, 11:12:32 am**

Hey, Splint, could you let me know who some of Anvil's closest metalworking friends are? I'd like to write up the scene of here discussing things with them, but I'd rather have names to work with. (as well as gender as specialty)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 21, 2014, 12:07:39 pm**

Quote from: Mephansteras on April 21, 2014, 11:12:32 am

Hey, Splint, could you let me know who some of Anvil's closest metalworking friends are? I'd like to write up the scene of here discussing things with them, but I'd rather have names to work with. (as well as gender as specialty)

Dunno about being actual friends, but her peers include Morgan (Armorer, female) Rivet (Metalcrafter, Male) and several others. I'll have to have a look at the fortress forgemasters to know for sure.

Quote from: TalonisWolf on April 21, 2014, 10:43:00 am

And so starts the Black Market! :D

Well written, my friend. I look forward to doing buisness!

It'll be some time before their goods manage to go to the depot. We're still trying to pawn off all the shields we get from invaders until all

the smelters are up and running.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **April 21, 2014, 12:14:32 pm**

Quote from: Splint on April 21, 2014, 12:07:39 pm

It'll be some time before their goods manage to go to the depot. We're still trying to pawn off all the shields we get from invaders until all the smelters are up and running.

I actually meant that they will produce goods for Ozkakurrith, bargaining it for the stuff they need.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **April 22, 2014, 05:41:46 pm**

Dorf!Dreamerghost throws out his two cents about the whole idea and goes off to investigate.

Spoiler: [The spy hunt](#) (click to show/hide)

Some strange workings were afoot. This morning (well, morning for me, I like my sleep more than average dwarf) I was rudely awakened by a bunch of guards hastily mobilizing through the corridor outside my room. My anger lasted only a moment before I realised that I was not alerted. I contemplated what it could be that would require such hurry from guards but would not bother the militia while doing my armour. It was always better to be prepared than to risk getting off guard for the sake of comfort. After exiting my room I went towards the source of some noise, it sounded like a dozen of dwarves trying to shout over each other.

I came to the council room as the racketeers were leaving. It took me one look to their angry faces to figure out that the discussion they were having was not resolved. Not just unresolved in the sense that someone with authority would overrule the others out of sheer impatience, but entirely unresolved, the kind of meeting that ends not because some decision is achieved, but because staying any longer in the same room would result in a brawl. Thankfully, Maskwolf was also there, and he was able to shed some light on this matter.

What he said was most disturbing. But it was disturbing for myself for other reasons than those which resulted in a march that ended my sleep. The whole matter made very little sense. All the things that happened, I expected, but I expected them to happen only after a few decades had passed. I might not look like one who would know such things, and I try real hard to maintain such appearance, but I have great knowledge about creation, life and death of cities and kingdoms. It comes naturally after you outlive a few.

The forming of craftsddwarves faction was inevitable. As the fortress grew, the amount of dwarves not involved in the maintenance of fortress defences would grow too. First, as the wealth of the fortress grew, and the weapon and armour needs of soldiers would end, more and more craftsddwarves would start making things for themselves. After some time, internal trade would begin among different professions of craftsddwarves and other fortress inhabitants. Later on, as the internal trade intensified, the use of currency would become widespread. The money would bring power to the best craftsddwarves and the smartest merchants, and then, and only then, they would try to become more independent starting the manifestation of social classes and nobility. Later on, the children of the nobles, used to having everything given to them on a silver platter would be the downfall of the fortress – which would be more of a city by then – and inciters of migration and creation of new fortresses. But here it happened far too early.

The reasons for this are unclear, as what was said is not nearly enough for such split. The melting of mayor’s toys was said to be what started the discussion, and the abandonment of an artifact was said to be what fuelled the arguments, but both are incredibly strange. The melting ordered by overseer was unneeded to say the least. Carryscar is nowhere near resource shortage, furthermore, all smelters are busy day and night smelting various ores and armour with weapons that invaders failed t use effectively enough. The only possible reason for such actions would be to keep Zacen from embarking on a power trip, which also was an non-issue at the time. Artifact argument is suspicious too. The same ancient decree that allows artists of any kind to create whatever they desire with only general orders from the buyer, says that any non-warfare artifact belongs to whoever made it, unless they give it away willingly. Even the weapon and armour artifacts are considered “borrowed” and must be returned to their creators lineage should they decide to become a fighter. Besides, Splint had ordered a vault to be built for this kind of things, the craftsddwarves should know this, they built it!

This whole thing seems to be forged, possibly by some spy in the fortress. The spy could be working to anyone who is interested in the destruction of the fortress, from nobles of Mountainhomes who want the king dead, to merchants of xelic to whom this fort is a major nuisance, to common bandit gangs who are interested in wealth conquering a fortress could offer. But the spy is either not informed enough on how such things work, or has something else planed, for this will not be nearly enough to even damage the fort. While dwarves are still here, and are still working for themselves, they will be interested in their own personal safety and their own personal wealth. There might even be some competition among the two factions which will even increase the growth of Carryscar.

There is one more detail to this puzzle that raises some questions, but might also yield some answers. There was a canal dug from river to fortress and it was connected to the inner fortress via tunnel. Some have called it “the saddest flooding attempt they have ever seen” but there might be more to it. Nobody saw any threat in this because there was no direct threat here. And yet, the tunnel could be used for smuggling, as the flow of water would wash away any footprints in seconds. It could also be used to spread poison or disease now that there was a public waterfall created out of it. It could also be used for infiltration. The entrances are all well guarded, but inside there are many unused tunnels that could be used for hiding.

There is only one thing left to do. Tonight, I will take my black coat and go out for some guard duty. From a distance, this time. I had put the whole “binoculars” idea of Alligator through some work, and the result should prove most useful tonight.

What will dorf!Dreamerghost find? Or, what will find him?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 22, 2014, 07:00:03 pm**

That reminds me, I need to get the community contributions post up to date.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **April 22, 2014, 07:13:41 pm**

Been playing Last Federation and thought to put this off until tomorow. After 5 times of "the most peacful race" comiting genocide for a new planet before some of the other races become spacefaring I decided that I might just want to write something up while waiting for a pach.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **April 24, 2014, 07:43:30 am**

Well, little OOC update, no trade with the homeland. A merchant went and got himself shot in the neck, which of course lead to his death. Another merchant then flipped their shit and started punching their own pack animal. Just a heads up for later.

Also, the community contributions post is now up to date far as I know.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **May 19, 2014, 05:09:55 pm**

14th Timber, 233 cont.

The caravan guards went to work quickly and tore into the disorganized raiders while the wagons sped by quick as they could. Dreamerghost also reported an injured dwarf, Quarry had been out bringing in a bundle of crossbow bolts that the enemy donated some time ago when a horse-mounted sand raider did a ride by with his maul. Parson says she'll live, but she won't be winning or dancing contests anytime soon.

The Vamarii did their part as well, some of their guards joining the battle and herding some of the raiders into the perimeter traps.

However, the merchants from home turned and left, citing that we failed to adequately protect them. I demanded to know how we did that, and I was directed to a dead merchant who'd been shot in the neck by one of the Sand Raider sergeants. I told them it was that merchants own fault for fleeing off the caravan path and into the raiders while the rest of the troops were distracted killing other would-be bandits.

→Domas Igamededuk Merchant has gone berserk!

Then they pointed out a merchant come absolutely flipped his shit over the first one's death. A caravan guard was quick to kill the enraged merchant, who had set to beating his camel senselessly.

A human diplomat and his bodyguard retinue arrived as well, joining the battle alongside Thor and Toad. One of the several giant tigers I'm told was constantly keeping Toad on her back barely able to fend off the attacks went down with a single hard swipe from Thor's fell skullcracker. With the human diplomat ordering his two protectors to engage the enemy and to cover his advance to the fortress rather than stay by his side, he's certainly earned a little respect from me. I was also informed that yet another very large force of Sand Raider cavalry attacked, this batch armed with spears, but according to reports from the ramparts, they were ina mostly disorganized state of retreat.

Evidently we also have a combination of a blacksmith named Ezum and the perimeter traps to thank for preventing at least one dwarven death. Quarry had suffered a horrible leg injury while bringing in some salvage and Ezum risked her own life to drag the poor sod back in.

21st Timber, 233

After over a year of waiting what we thought inert eggs finally gave way to cave crab nymphs! It'll be nice to have those handy in the event of a disaster.

→Cave crab hatchlings have hatched

We also finally managed to fish Firefly out of the water, much to the horror of his wife.

→Firefly Limarfikod Sergeant has been found dead drowned

He hadn't quite started to bloat and rot yet, but was pretty damn close.

[Note, I have enabled fastdwarf out of convienience/irritation here, as work had ground to a halt in favor of hauling ore across all sectors of labor. This was due to the absolutely immense quantity we turned out to be sitting on that I hadn't kept track of and dwarves were going to rot if they didn't haul ass.]

24th Timber, 233

The water continues to fall. We may need to figure out a way to plug that hole, or at least have one dwarf brave and stupid enough to try to do it. There's been a sighting of some minor flooding onto the cavern shores, which could very well lead to the fortress being submerged in a much slower fashion.

It's such a shame too, that waterfall is great for morale around here.

H : 0 / 0 / 0 / 0 / 6 / 3 9 / 1 5 8

1st Moonstone, 233

Winter's here, felt like it never would. It's back to finding busy work for everyone, since ore hauling is finally done with, and the dead are buried, those that needed burying anyway. Quarry's been patched up, Parson had some of the subordinate medics take care of him. He'll be right as rain in no time provided he doesn't try dancing for a few months.

5th moonstone, 233

→Nish Fikododgub Sergeant has bestowed the name Odrozmorul upon a pine tower shield!

Nish named his shield. Only a matter of time before our surface crazy infected him eh journal?

11th moonstone, 233

The zombie dragon Uyorulono Oshaheivomi Oneloteaeyathawoo has come! A gigantic reptilian creature. It is magical and can breath fire. These monsters can live for thousands of years.

Press Enter to close window



Uyurulono Glowivory the Torrid Fires the zombie dragon d 233

12th Moonstone, 233

Sent out bucket brigades to deal with the fire. The grass out here is always so dry that in some places the dragon's fire just made it go up in a puff of smoke. Anyway, they're being sent to save the remains of our merchants. They deserve better than having their bodies incinerated by some undead beast.

21st Moonstone, 233

Magma Smelter

wrought iron bars
adamantine wafers
adamantine strands

B

TSK

Our first adamantine wafers have been made, and with it shall soon come forth the doom of our enemies! I've commissioned Anvil to make the holy blades, with the first adamantine masterwork to be given to King Onul. I've also barred Freetowners from coming to even look at the metal. They want to be insubordinate ingrates? Then no holy metal for them. I've also made it abundantly clear if anyone barring the metalworkers goes "funny," tries to use the holy metal for any stupid projects, they're getting locked in the workshop and left for dead.

No exceptions.

27th Moonstone, 233

Reports of the blob monster has put it somewhere below the hospital, making gurgling noises. By year's end I'll lure it into the hospital and introduce it to one of our new swords.

Okay! So, another update! A short update, but an update. We got dragon meaty goodness to help fill our bellies thanks to our mighty Colonel! Turns out several metric fucktons of glancing hits can still take out a zombie dragon. Also an iron sword is insufficient for fighting a dragon. Good thing Shutbite's being retired soon.

And Mephanesteras, to answer you before, Anvil's peers consist of Senshuken, Rivet, Morgan, Ward, and Zerus. Construction of Freetown OOC continues, and is slightly stalled out by the cavern lake. Oh, and part of the savanna/shrubbery/forest burned down.

Anyway, there's the update! Hope you guys enjoy.

Title: **Re: Ozkakurriith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **May 20, 2014, 03:46:58 am**

"From the personal log of Alligator, mayor of Freewn:

There've been rumours about adamantine being excavated and melted in the forges already. It's also said that Splint threatened to wall in any metalworker who tries to use said metal for any "stupid project". That's so typical of him... Anyway, thanks to Selore, I was able to look through his correspondence. Apparently, he prohibited Freetown craftsddwarves from any use of adamantine. If only I could get at least one bit... Have been working on a new device recently, called "ballistic vest". It is composed of adamantine strands and linen, and it might offer great protection against projectiles. Quite a useful thing for a civilian nowadays... Maybe I can convince Talonis or Dreamerghost to "borrow" some material for the research.

In another news, Varmarii caravan was ambushed not long ago. Human diplomat arrived as well, sending his praetorian guards forward and making a run towards our gates. One of the dwarves was also hurt. I guess, both Ozkakurriith and Freetown should pay more attention to signalisation systems. Probably some pillboxes with F.R.O.G. installed in them? The senate also proposed to organise a "Miners guard" - basically, a militia squad armed with shields and picks. That might be useful.

Glory to Freetown!"

Title: **Re: Ozkakurriith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **May 21, 2014, 04:11:35 pm**

Alligator, mayor of freetown, (as the split off crafstdwarves called themselves) approached me today with a most interesting offer. Well, offer itself wasn't that interesting, they wanted adamantine and there are none who wouldn't want adamantine. But the simple fact that they trusted me enough to ask something like stealing adamantine for them was most interesting. I wished to get on the good side of this "freetown", and here they were, offering me a chance to do so in secrecy without risking anger of overseer. Too bad their request was not one I could fulfil.

"Sadly, there is no chance of me getting any adamantine for you guys. Both raw adamantine and processed wafers are watched as if they

were the last barrel of ale in a sober fort. I had seen rather impressive artistic workings of adamantine, and I would like to see what you could do, but overseer is more interested in how many lives military usage of adamantine could save. I might be able to get you something if adamantine gear becomes abundant enough, though with our bookkeeper, it is unlikely."

"I can understand using adamantine expressly for military gear, but he threatened to kill anyone who decides to make an artifact with it." Alligator sneered in disgust. "You know full well that fey moods can't be controlled, let alone possessions. I only want a few pieces to avoid unnecessary deaths. Miners had found a whole motherload of the stuff. A stone or two won't result in half a squad going out naked."

She sighed.

"Though if you can't do it then there is no helping it. We'll just have to hope that we get lucky with our creativity until the whole military is in gear."

"Don't lose hope yet. The miners have examined the cluster that they found, and they believe that it is only a part of a greater vein. They even had some theories about where it could be, if the vein didn't break down into smaller pieces. Anyway, it should be around here somewhere" I pulled out a map and unfolded it."Right here, hundred ad seventy urists away from the unveiled part. If you tried to mine what was already found, Splint could legally accuse you of stealing, although if you found some adamantine by yourselves, it would be legally yours. I might not look like it, But I know the double fortress mountain laws quite well. Here, you can have the map. And also another tip while I'm at it: Get some traps in your smuggling canal, I won't be there to fish out sand raiders every night."

Title: **Re: Ozkakurriith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 15, 2014, 10:08:34 pm**

I am making this post for two reasons. First off is I am starting (yes, another,) game soon, using Masterwork, Capitalism, and a small party of ex-convicts. Second is a spoiler for the next Carryscar update. If there's a title for "Biggest Attention Whore in Bay 12" or "Most Community Games Started," I'd probably win it.

Spoiler (click to show/hide)
We've lost another two dwarves, one of them a long-time resident and our only strand extractor Minkot Safetytown. Freetown's militia has also been created, composed of three lightly equipped speardwarves under the squad name of Troglodytes. This was mainly for logistic and uniform conflict reasons.

Still appreciate all the love you guys give these games though, don't let anything else make you think different! :D

Title: **Re: Ozkakurriith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 16, 2014, 08:00:20 am**

5th Opal, 233

It's been a week, maybe a week and a half. The leak has finally been sealed, through no end of complaining from the masons. They kept getting dumped down the stairs as they worked but they finally managed to seal the hole.

We've finally gotten enough adamantine processed and ready to be shaped in Anvil's second forge, this one powered by the blood of the earth. Rather surprisingly, King Onul insisted that the Cazadors and Ripperjacks get first pick of the swords, so anyone desiring a new sword is welcome to them. And, as much as it pains me to do so, I will have to take up that insistence. The Torrid Flame did a good job of hammering home that Shutbite, as venerable a weapon as it is, is ill-suited to carrying the day in my hands now... It had difficulty with the great beasts of the underground, and could only best the Torrid Flame because of the dark magic driving it on being a flimsy and fickle mistress.

It has to be done, no matter how much it pains me to do so.

7th Opal, 233

The Bone Carvers of both Carryscar and Freetown have lodged complaints about a lack of materials to make totems and training munitions, and likewise, Firecrazy's been complaining about the lack of said munitions, saying he can't train marksdwarves if they've no ammo to train with. Due to the massive numbers of yaks, cows, goats, and other large animals, I've put out an order that all large adult livestock such as aforementioned yaks and goats, be slaughtered for raw materials. We don't want for food, so that's just a bonus. We'll likely be swimming in meat be the end of Obsidian.

I've also put several animals up for adoption: Several small 'vermin' birds, not that I expect them to be taken, a peregrine falcon, great barn owl, kestrel, honey badger, monitor lizard, a few cavies and rabbits, several domestic fowl, and a single exception to the mature livestock cull, a rather solid looking mare, probably descended from human war horses. Such animals tend to breed good mounts and good meat, so I think we'll be hanging onto her.

8th Opal, 233

→Meng Sarveshtarem Thresher has bled to death

→Minkot Ekastamost Jeweler has bled to death

I've been informed of two deaths down in the magma furnaces. Meng Furnacefates the Thresher and long-time resident and Jeweler Minkot Safetytown were killed down there. Meng was assisting with construction of our new blast furnace and was killed by a Fire imp according to Anvil; a near miss that struck the ceiling ignited his clothing, which promptly spread to his beard. Minkot however was killed by a giant rat which had been causing trouble for weeks, interrupting work and failing to take the waving limbs and angry shouting that was meant to herd it back into the caverns the right way. I've dispatched Sergeant Nish to deal with the monster, now named Flierfern.

Giginodkish Giant Rat
✧Flierfern✧

Minkot will be missed though. While Meng had few friends, Minkot's death not only hit Anvil hard (who witnessed Minkot's grisly demise,) but 13 other dwarves when they heard about it.

12th Opal, 233

Cerol and Toad have taken up our first Adamantine swords, replacing the ones they've been using for some time. Cerol one of exceptional make, Toad superior. Others, like Dreamerghost and Dragonfly have decided to retain the weapons they have however, saying that the weapons are of sufficient quality to make up for their weight.

13th Opal, 233

I just realized Minkot was our only Strand Extractor.

Well.... Fuck.

14th Opal, 233

A rather rotund fellow named Rigoth Lakeworks has volunteered to take Minkot's place as strand extractor. Apparently to him it's not

much different from removing the bones of a guppy or pulling a hook out of a salmon's head.

The opening the imps used to fire on Meng has also been covered over by the magma extraction pipes of our new blast furnace as well, which has been assigned to mass produce steel. I've also gotten an official roster from Freetown, if only for clerical work, on it's tiny militia. Seems they came to their senses to an extent, but the poor sods are relying on light armor and spears to protect that miserable slum. No skin off our backs if they want that leftover kit. I've filed their unit under the name of Troglodytes. Is it petty to give them an insulting name? Yeah. Do I care? Not in the slightest. And do I still get a chuckle out of it?

Yeeeeeeeeeeeeeeeah...

-
=MILITIA OF FREETOWN=
~~Trapper~~ Sergeant Shorast Mengaval
~~Woodcrafter~~ Speardwarf Rith Dodokmishos
~~Gem-Setter~~Speardwarf Risen Oddomstelid
(We need no fancy title unlike a certain other group of reptile-loving speardwarves!)

=REQUISITION=
3 Leather Armor Suits
3 Chain Shirts and Coifs
3 Metal Helmets
6 Gauntlets
6 Metal Boots
3 Wooden Shields
3 Spears

=TRADE OFFER=
In exchange for the above, we offer access to assistance from the Cave Dragon and Bugbat squads when necessary, as well as Carryscar access to Freetown manufactured goods stores.

Signed,
Alligator
Mayor of Freetown

GLORY TO FREETOWN
-

I sent them some of what they asked. We don't need access to the goods they produce right now, and regardless of them being borderline traitors, they need only send for help and we'll come running to save our fellow dwarves. Gonna write the stuff I had sent down to give to Solon later.

-
3 Leather Armor Suits
3 Iron Chain Shirts and Coifs
3 Steel Helmets
6 Copper Gauntlets
6 Copper Boots
3 Wooden Targes
2 Steel Spears
1 Incindium Spear for Sergeant Mengaval
1 Artifact Bone Leggings for Sergeant Mengaval

Note: Remember to tell Solon so he can pass the equipment requests to Ilral for production. Along with thier kit, we'll need a total of 30 suits of armor, along with an additional 10 sets of chain armor for the Wolverines and I need our best bowyer to make better crossbows. Less weight means faster rates of fire which means more crippled foes.

-
Since we need our armor to be of a certain standard of quality, Senshuken, as our best Armorer, has been assigned his own magma forge, with his first work orders upon being to outfit the Troglodytes. Of course since most of what they'll face is wildlife they won't get too much of the good stuff.

4th Obsidian, 233

The Winter patrols have set out. Thanks to distance, recycling of of enemy gear is slow going, as has the smelting of iron and acquisition of coal for creation of steel.

The east road is also complete, and the south road nearly so. Also found we have a large quanity of kimberlite blocks, so I need to figure out something to do with them.

11th Obsidian, 233

Since steel is in short supply right now I've put in an order for enough copper mail shirts for everyone. We only have enough steel to make 30 helmets, and the bulk order means I'll need to restrict who uses the forges. To that end, any who wish to use the forges must be considered 'Great' or better, in effect meaning one must be a forgemaster to use these two extra forges. While I'm sure some metalsmiths will be upset, it needs to be done to ensure only quality equipment reaches our soldiers and quality items our merchants.

17th Obsidian, 233

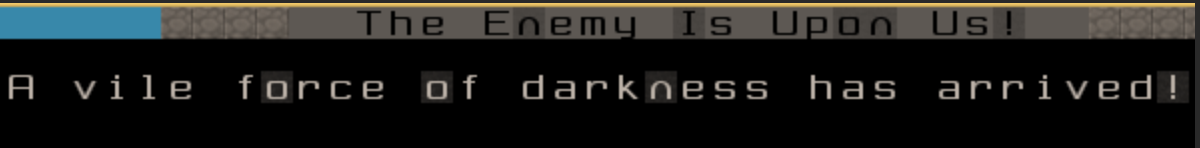
Got a report of some xelics and a frost giant diplomat. The Diplomat took the unroaded north route, the xelics ambushed the Wolf Spiders; 7 total, mostly pikebugs, four of which died, plus the lasher sergeant.

A snatcher was also found, also a xelic, as well as several dead bugbear scouts. Maskwolf ran the would-be kidnapper down and bludgeoned it into an unrecognizable mass according to Sergeant Doren. He also found a second on his way back in. The dwarf has quite the hate for snatchers, understandably so. Wound up panting the Hammerhead barracks' northeast windows with xelic blood. Tholtig also caught a bugbear scout. Poor son of a bitch didn't see the battle axe coming.

Doren and Degel also found an ambush, and expertly dispatched it! The bugbear menace can't stand against solid dwarven warriors!

-
I've been getting reports of ambush parties and snatchers all over the area outside. Good thing we have those patrols out there!

19th Obsidian, 233



The enemy comes in force. And with horse. Fucking chaos dwarves. I've sent the Hammerheads to defend the inbound hobgoblin caravan. I'll be leading my own troops plus the Wolverines to the southwest where a large number workers were gathering salvage to sell. I

haven't the foggiest where most of the patrol members are. I can only pray to Kerlig that they survive this battle unharmed.

[As always, the battle was a chaotic mess thanks to the mounts. Highlights of the battle will be in the OOC section.]

20th Obsidian, 233

→ Titus Atastlolok Carpenter has been struck down

→ Stodir Morulzatthud Marksdwarf has bled to death

We lost Titus in the attack yesterday. A group of trolls fell upon him and claimed his life, the Hammerheads were only a minute away when the fatal blow was struck. They set upon the trolls in a rage for the well-loved carpenter and destroyed them with no mercy. With them was a hobgoblin warrior who fought well at our side. Hearing praise for a greenskin come from Thor was exceptional!

Unfortunately we also lost one of Firecrazy's marksdwarves. The one enemy archer in the assault hit Stodir twice, the first piercing a lung the second her heart. She apparently managed to loose one more bolt before she dropped dead though.

Assistant Physician Morul was injured as well, having been shot three times in the leg and stomach by the same invader. This didn't go unanswered for, as Mad Bomber cut off the archer and after her horse was shot out from under her, delivered a single punch to the bastard's skull and ended our irritation permanently.

The enemy was quick to call it a day after the loss of all all but two of their officers (two mace lords,) as well as all of their trolls. I can safely say that I'm pleased by our victory. It may not have been a pretty win, but the price in lives could have been considerably greater.

21st Obsidian, 233

→ Rith Koganerar has begun a mysterious construction!

Apparently Rith, our Bowyer, had been screaming some kind of black speech and started collecting materials during the fighting. While it's a shame he won't become a legend in his craft, I'm sure Firecrazy will be more than happy to take up the exquisite weapon, provided it's a crossbow anyway.

I swear to the gods if he ends up making a damn blowgun like that idiot who got put in charge of the Bowyer's Guild back south...

2nd Granite, 234

Happy New Year journal! Looks like Rith made a... Well, I dunno what he made. I looked through an old 'Bows and hammers' book Solon had apparently this longarm is meant to use a variety of miniature hammers, swords, and axes. Shame, it's never going to be used, but I'm putting Rith on crossbow production. Really pretty though honestly. Its name is Caughtlock, the Right of Nature and it depicts King Onul's crowning 9 years ago.

Rith Koganerar Bowyer has created Akumthak Kirar Egom a willow longarm!

Press Enter to close window

This is a willow longarm. All crafts dwarfship is of the highest quality. It is encrusted with marquise cut rose quartzes and oval phyllite cabochons and encircled with bands of willow and oval phyllite cabochons. This object menaces with spikes of ruby and phyllite. On the item is an image of Onul Willcloister the dwarf and dwarves in llama wool. Onul Willcloister is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Onul Willcloister to the position of king of The Gravel of Prisons in 225. On the item is an image of a barrel in phyllite.

17th Granite, 234

Something doesn't feel right...



We've gotten used to hearing that freak of nature make all kinds of noise, but... It sounds different. Closer. I've tasked the Fortress Guard to investigate. I have a very bad feeling about that noise.



-

Zaneg Ginetablel Wood Burner has been found dead
→Morul Asiznomal Assistant Physician has been found dead

The Peacekeepers found a horrible sight inside the hospital. Two dwarves were found dead, one the assistant physician who'd been hospitalized in the battle topside, the other a wood burner. The hero of the incursion was Peacekeeper Zulban, who dealt the fatal blow on the salt beast.

On the wood burner's corpse by the badly damaged hatch was a note promising him a reward should he let the beast in the wreak havoc. Many were quick to turn their anger on Freetown, but I know something else is wrong here.

Talonis is right, there's an enemy agent in our midst.

Update, I chose you!

Hey guys, got another update for you! Several dwarves were lost in yet another chaos dwarf assault, and two to the salty blob, which would have broken its way in anyway as the hatch keeping it out was on its XXlast legsXX. The population has dropped from 203 to 197. May not seem like much, but several of these losses were both highly skilled and well loved, as morale has plummeted with at least one unhappy dwarf, a Peacekeeper no less.

Highlights of the topside battle are Stodir managing to fire one more shot before expiring, a Sharpshooter fatally one-hit-kill punching a chaos dwarf into a ditch, Dreamerghost biting a horse's throat out, and our adamantine gear being put to the test and paying off: Toad and Cerol outpaced their peers with their lighter weapons and even managed to run down several horses (though admittedly some were wounded by crossbow fire beforehand.)

A new poll is up regarding the 'enemy agent.' Should I OOC begin arranging more accidents in some manner? Set up spear traps rigged to a lever in Freetown to frame the craftsddwarves? You decide! I wanna have this place suffer some kind of disaster not brought on by the adamantine veins.

Anyway, happy update!

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **June 16, 2014, 08:34:44 am**

Seems that dorf!dreamerghost took after the overseer in habbit of killing his oponents without using hands. Or legs. 8)

I won't have access to a computer until monday, so no story untill then, but I think that it's about time dorf!dreamerghost encounters somone durning his nocturnal patrols around Carryscar.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 16, 2014, 09:47:21 am**

Heeeeeeey, it's cool.

Also figured I'd share that it turns out Z-levels are no defense. it just takes building destroyers a very, *very*, *very* long time to destroy the hatches from below.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **June 16, 2014, 02:32:45 pm**

It wasn't your doing? O.o I thought haches were invulnerable from below.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 16, 2014, 02:36:29 pm**

Quote from: DreamerGhost on June 16, 2014, 02:32:45 pm
It wasn't your doing? O.o I thought haches were invulnerable from below.

It was my doing, but upon inspection the hatch was severely damaged, Being an XXexceptional hatchXX, indicating that the FB was indeed tearing it apart. Just really reeeeeeeeeeeeeally slowly. So it was going to break in anyway.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **June 24, 2014, 05:59:35 pm**

When total population is counted in hundrets, all fortress counts as a nightclub.

Spoiler: A bump in the night (click to show/hide)
Ahh, the midnight in the fortress, so beautiful, so quiet. Underground communities in general did not care about what time of day it actually was, but Carryscar was still not that much out of synch with the sun. It was now four hours after sunset and every dwarf with unburdened conscience was sleeping. By logical conclusion, anyone still awake was up to no good. There were few who would go to grab some extra booze rations while no one was around to see. Few of them actually knew about each other’s nightly ventures, and sometimes met next to a liquor barrel to discuss various life matters. Others would go out to practice their craft, be it metalsmithing or stone crafts.

There was no shortage of stone neither there were any restrictions about choosing to become a mason, yet some more unsure about themselves would practice for a while before formally applying. As for metalsmiths, they would melt their practice crafts after they were done. Since workshops were close to each other, they were mostly used to some minor company of other wannabe crafters. Sometimes, one or few of Freetown came to teach the novices and try to convince them of their fine choices of splitting away from main fort.

I knew most of those that wonder around at night, I would call them up if need arises. Recently, I had wannabe smiths craft me a very lean steel spike. It looked more like a huge needle, but it was exactly what I wanted. A weapon to throw, which would wound and pin down but not kill. Since today, I would not be greeting those who would want to join the nightlife of Carryscar. Today I was hunting spies and traitors. And judging from that sound of pick hitting stone, I have just found someone who would be able to point me to one. After I turned a few rights and one left, digging noise grew louder, and I noticed that I was now in one of the abandoned mining tunnels. Just ahead, I saw a fresh tunnel, with some dim light coming out of it. I quietly approached, and saw some rather young dwarf hard at work digging. He swung his pick with great vigour, but little skill. He was not incompetent, but still far from master. I gave out a light cough, and miner spun backwards so fast that he hit a wall with his pick and dropped it. He seemed to be terror-stricken, his eyes wandering all over my light armour, short sword and strange steel needle I was carrying. Only several seconds later he looked in my face, and calmed down a bit.

"You... You are Dreamer, right. By the gods, how you scared me, I almost died right there. The hell are you thinking, sneaking up on people like that?"

He pulled out a piece of cloth and wiped sweat off his face. Mining was hard, and being jumped on like that did not help him. I noticed that his pick had a mark of Freetown on it.

"So, what are you doing here, mining away in the middle of the night, through common stone. Searching for gems or ore? Freetown could probably use those."

"Well, yes, among other things. Alligator announced that for Freetown to prosper, we need to find our own gems and mineral veins. Though I am not here for that specifically. This here will be a tunnel from main fortress to Freetown. Thought it might be useful to have a few access points that Overseer doesn't know about. Besides, we will need to search for adamantine, and digging that close to magma and in such depts. requires experience. Something I don't have that much as you might have noticed."

"Well, you still have plenty of time to learn. Although, weren't there some miners who have joined Freetown?" We both sat down on the ground and he put his pick along the wall.

"There are few, but they are not enough. If we want to get industrious, we will need great amounts of materials, and we can't depend on the main fort. They aren't taking us seriously. Have you heard the official name of Freetown's guard squad? It is a joke. Though it could be worse. They could be aggressive."

"They will see the reality eventually. Freetown will become the economic core of Carryscar. You need not worry too much about it, I'm sure that Alligator will be capable le..." I shut up mid sentence, and gave miner a sign to do the same. There was a quiet, and distant, but very familiar noise. Noise of small pieces of metal hitting against each other. A pile of coins in motion. I gestured my newfound friend to move with me, and sneaked out.

We needed only to pass a single tunnel, before noticing two hooded figures. One of them was counting golden coins that were contained in a pouch. After it finished counting, it hid the pouch somewhere among its clothes and turned around to walk away. My needle spear flew true and struck the other hooded figure in its right leg, piercing through it. Whatever it was, now it was immobile. The pouch carrying figure did not even look back at what happened, it ran away as fast as frightened deer. Ah well, hired help usually know next to nothing.

"Well, well, well, look what I just caught." I said to the currently screaming dwarf. As thin as it was, being stabbed with a spike still hurts. I turned towards miner who was now yet again looking quite scared. "He's not going anywhere by himself. Help me drag him to hospital. If anyone asks, I'll tell them that you were woken up by his screams, and came to look if another forgotten beast was on the loose." I pulled out my spike out of traitor, and whacked it on the head. The figure dropped silent. I pulled down the hood, and saw a face of blonde male dwarf. I grabbed on his shoulders, miner grabbed him by the legs, and we walked off towards the hospital. It was not all that far, and we managed to not meet anyone else on the way there. We dumped unconscious traitor on one of the beds.

"There now, I will need to inform the overseer of this, though I doubt that our traitor here will get up in next half an hour or so." I said as I leaned in to the stranger on the bed and started rummaging through his clothes. "More coins, a dagger, a vial of something... Was he planning on poisoning booze? Well the vial is still full, so no problem. Now what is this? Some interesting documents we have here. Plans, blueprints, letters, and, a list of people." Instantly, I stabbed backwards with my needle. Behind me, miner screamed out in pain as his stomach was pierced, and he let go of his pick that was hovering above my head. It was a guess, but not a really dangerous one. Had he not closed in to strike, spike would not have reached its target. "See, now, you had a good story, but Alligator is smart enough to start all digging projects from Freetowns side. Less need to hide that way." I turned around, swinging my spike in a wide arc that ended next to miners' skull. There was another loud 'clang' as steel collided with skull, and another unconscious body fell down. Two traitors in one night, maybe they will even have something interesting to say when Overseer will face them in the morning.

Nothing like tricking people into walking to the hospital, so that you wouldn't need to drag their unconcious body there.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 24, 2014, 06:24:55 pm**

Contributions updated, quite a nice little entry there Dreamerghost! Got another fort too if you're interested, known as Riverrun (doesn't mean Carryscar is being left to rot though.)

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Aseaheru** on **June 24, 2014, 06:43:40 pm**

Wadabout Angel Abbey Splint?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 24, 2014, 06:47:15 pm**

Quote from: Aseaheru on June 24, 2014, 06:43:40 pm
Wadabout Angel Abbey Splint?

I hop on it every now and again and plug along with it, but updates ~~for that will be abysmally slow at best.~~ Actually, scratch that. Since we're not under constant threat like I was expecting - I was expecting to be attacked by pit slaves fairly often since that always happened before - and I keep forgetting what I planned to do with what where I may just drop it. It had much potential but so do many other things that go horribly wrong or fizzle out.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Aseaheru** on **June 24, 2014, 07:45:56 pm**

Allright, well, can we get a new one of it then?

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Monitor Lisard** on **June 25, 2014, 04:14:06 am**

Here, in caves, the day/night cycle does not really matter - it's always dark, cold, humid, and the danger roams nearby. Freetown chose the hard path, but it doesn't mean we have to roll in a ball like armadillo and give up struggling. We must fight, for the brighter future of our citizens and the dwarvenkind itself.

Shorast and I were strolling along the main tunnel, admiring humble workshops and engravings. Shorast was a trapper, and he volunteered to take command of our new squad, the Troglodytes. I know, the name sounds humiliating, but there's no way we could arm a militia without asking the current militia commander. Anyway, three speardwarves are now guarding Freetown, and it is good indeed.

"So, how was your day, sergeant?"

"It's been fine... Finally got my spear from the forges." He showed me a spear with a slight red tint.

"Have you heard about sald blob incident?"

"Yeah. It's said that Freetowners were somehow involved... Someone basically framed us." Shorast frowned.

Alright, Shorast, I have to go now. Stay sharp, the spies might try to get in.

Selore was already standing near the gates, wrapped in Splint's checkered blancet. She was holding a small scroll.

Hello there, kid. Did you bring it?

We exchanged looks. She handed the scroll over to me and than ran away without saying a single word.

The silent mysterious assasin was already drawing the string. I heard it and dodged. The bolt hit the wall with a loud clang.

"Shorast! Help me!" I screamed and rased my crossbow, taking cover behind one of the statues. The sergeant appeared in the doorway, but the assasin has already fled. I went searching for the bolt and soon found one bearing a strange sign.

It was the Bugbats insignia. Why would an assasin use encrusted ammo for his business? It seems that someone is really willing to set Carryscar and Freetown on each other..

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 26, 2014, 09:15:09 pm**

Quote from: Aseaheru on June 24, 2014, 07:45:56 pm
Alright, well, can we get a new one of it then?

If you meant a new Angel Abbey update I'm afraid not. I've decided to put that one out to pasture. Blame the enemies for not attacking like I thought they would.

I think I got all the community contributions up to date, if anyone wants to poke around and check for me, that'd be great. I also may make an update for good ol' Carryscar tomorrow or the day after, not sure which. If anybody wants a new third Splintfort running for shits and giggles, let me know via PM. I do tend to clog the front page of this board somewhat though, much as I don't mean to.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Aseaheru** on **June 26, 2014, 09:32:30 pm**

Meant a new series of the same mod.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 26, 2014, 09:33:25 pm**

Quote from: Aseaheru on June 26, 2014, 09:32:30 pm
Meant a new series of the same mod.

Ah, well, to be perfectly honest I haven't had much interest in it as of late, if the lack of updates wasn't enough of a hint.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Aseaheru** on **June 26, 2014, 09:37:09 pm**

Ah well.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Tenderroast** on **June 27, 2014, 01:24:43 am**

Just got done reading this entire thread. Damn it Splint, you are too good of a story teller. I want more :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **TalonisWolf** on **June 28, 2014, 02:53:21 pm**

((I won't be able to write anything up for a bit, so you people feel free to 'borrow' my character in my absence. JUST DON'T DESTROY HIS PERSONALITY!

Feel free to kill him off, though. I have a contingency plan. Ish.))

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 28, 2014, 03:16:26 pm**

The chances of Talonis dying are pretty low man. Unless of course the ultimate act of sabotage occurs.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **June 28, 2014, 08:33:43 pm**

This double post is extremely important. I have decided we can do one of two things: Stay the course (standard update,) or have the next update consist of the ultimate act of sabotage and that only. Work will continue, but the update will only consist of the main event.

Spoiler (click to show/hide)
An unknown enemy can breach the adamantine; all important workers will be sheltered in Freetown behind secure gates and such, along with the king and his guards (as Splint would insist and possibly threaten the king to make for safety for the good of the country as a whole, not just his own sake.) Anyone not in freetown will have to pray that the militia we have is able to best whatever lurks down there.

If we go this path know this: There is a very real chance the fort will be destroyed by this subversive action and many will go mad with

grief and anguish. The King and his Guard may end up the sole survivors as a result since they currently have the fewest relations. All will rest upon our soldiers for victory, and many warriors thought unkillable will likely meet their maker.

The poll has been changed. Make your choice, Carryscar.

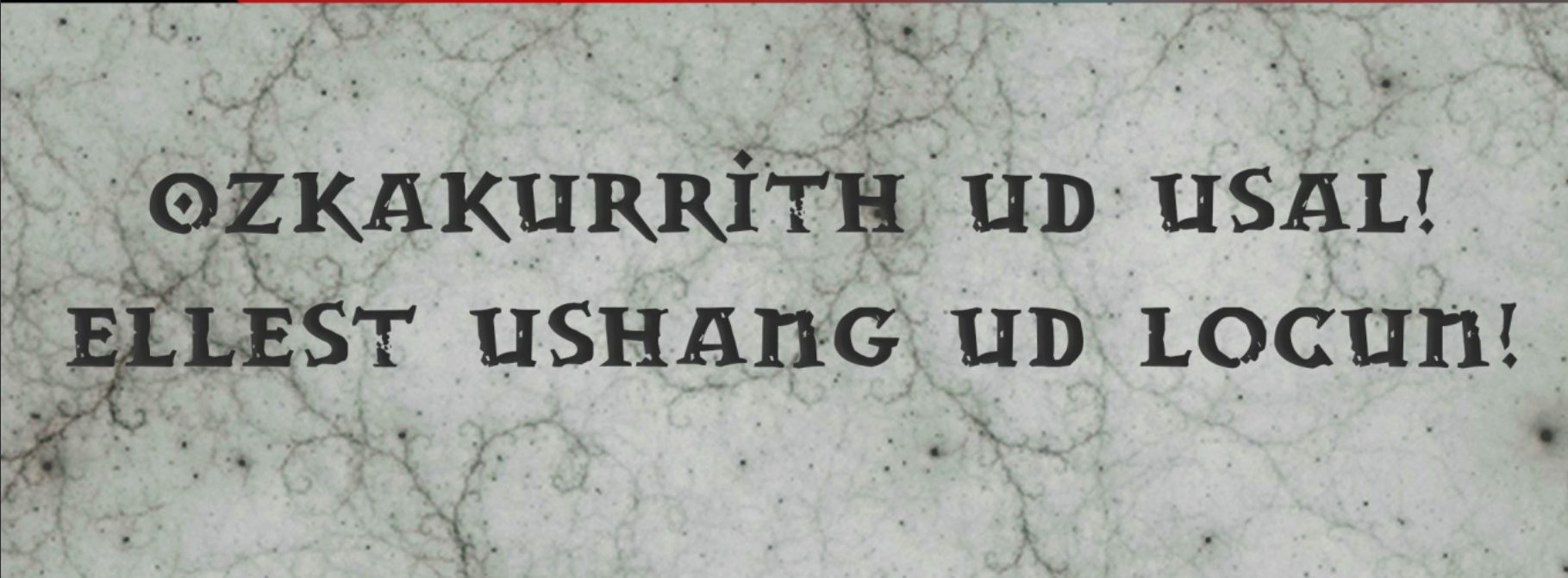
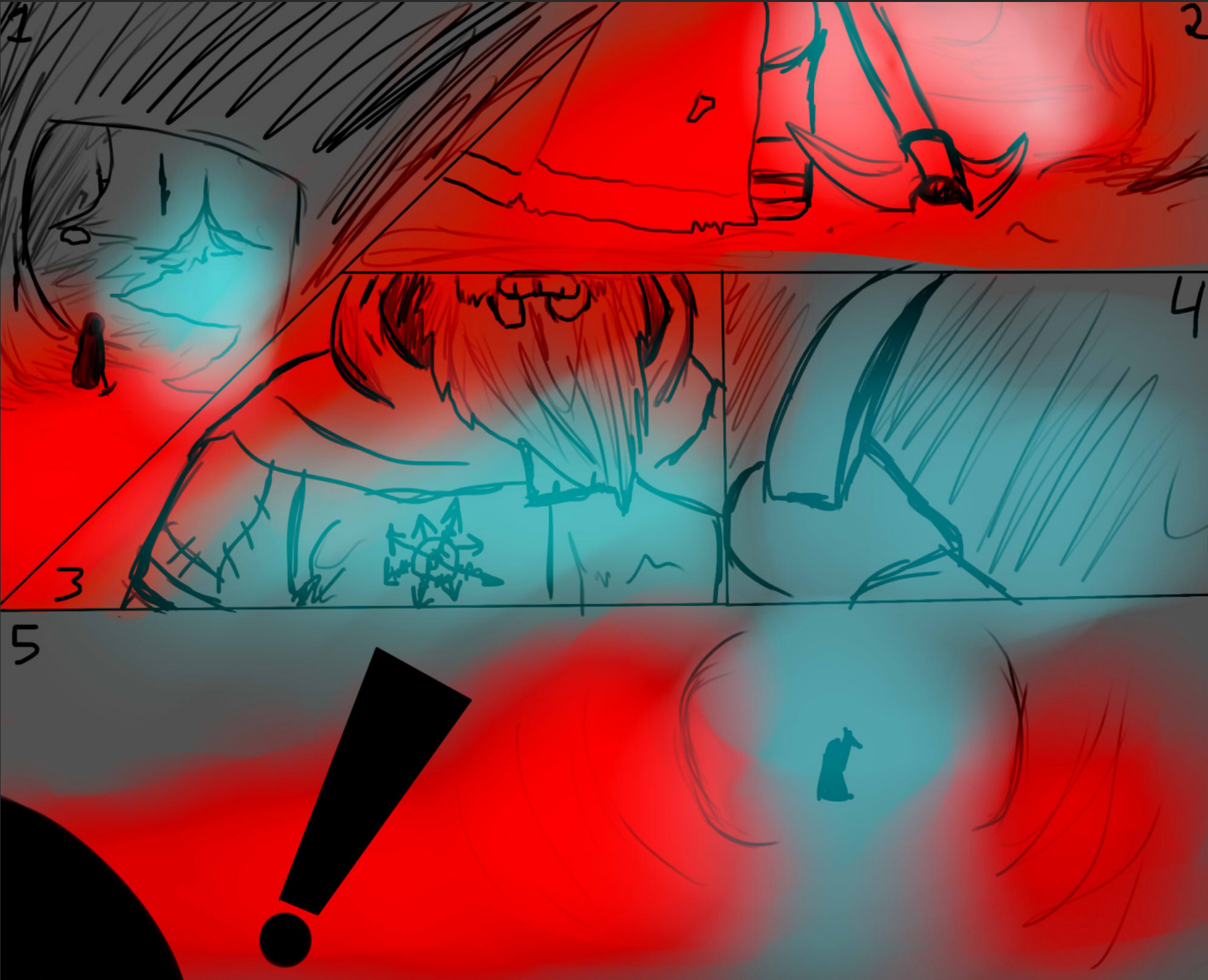
Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **DreamerGhost** on **July 01, 2014, 11:26:47 am**

pool seems rather one sided at the moment :P

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **July 01, 2014, 05:17:26 pm**

Yeah, it is, but in a sense I saw that coming. The fort's mostly stable and safe and that's not good for audience amusement.

Title: **Re: Ozkakurrith "Carryscar," A Civilization Forge Community Mountainhome!**
Post by: **Splint** on **July 25, 2014, 12:48:06 am**



- 1. Carrayscar is an affront to them, and this must be done...
- 2. It must be done...
- 3. Our lords demand we free their kin!
- 4. IT MUST BE DONE!

Umid Ozkakurriith.

The dark ones demand it.

It was dark outside, the gates of Carryscar safely closed, its doors shut. Only the nightwatch and dwarves who prefered to work in less crowded conditions roamed the halls. In the underdark, the muddy caverns of Carryscar where beasts feared to tread for fear of death, a lone dwarf, a maddened look in his eyes and a metallic eight pointed star sewn to his armor, slips within the fortress's belly.

He descends, pick in hand, down to the magma forges, to where the holiest of metal resides, away from maddwarves who would abuse it for pointless trinkets. He followed the mine tracks there, signs of a dwarf having left for a drink or snack intent to return evident. Be he didn't care. He comes to the long and large carved tunnel, and his pick strikes the ground in awe: The seers' words were true! They had found the spire he was destined to unseal! He approached slowly, his wonder overtaking any sense of urgency. Once in place, his rusted iron pick rose, and was stayed by a shrill screaming siren. He turned, seeing a dwarf flee with steam whistling from a box on the wall of the shaft he'd followed down. It didn't matter. His masters would be pleased, and they would welcome him. He struck the stone.

And released his masters' kin.

And so the possible end approaches guys. The next proper update will not be a normal one, and any subsequent story posts until this calamity passes won't be either. Sorry about the odd colors. felt the need to emphasise where he was with adamantine cyan/blue and magma red orange. And whoever is first to translate the dwarven aside from Ozkakurriith will receive *dur durr* a full drawing of thier dwarf! Colors, background, the works, all to your specification.

Title: **Re: Ozkakurriith "Carryscar," A Civ Forge Community/Story Fortress: The End is Nigh!**
Post by: **Monitor Lisard** on **July 25, 2014, 03:55:53 am**

"Carryscar will crumble!
Monster kin will rise!"

Title: **Re: Ozkakurriith "Carryscar," A Civ Forge Community/Story Fortress: The End is Nigh!**
Post by: **DreamerGhost** on **July 25, 2014, 06:50:10 am**

I'd be angry about not checking for possible update earlyer if not for staying in vilage without PC for this whole week.

Title: **Re: Ozkakurriith "Carryscar," A Civ Forge Community/Story Fortress: The End is Nigh!**
Post by: **Splint** on **July 25, 2014, 02:58:16 pm**

Quote from: Monitor Lisard on July 25, 2014, 03:55:53 am

"Carryscar will crumble!
Monster kin will rise!"

And we have the first come winner! You can PM me the details on that drawing if you want it.

Title: **Re: Ozkakurriith "Carryscar," A Civ Forge Community/Story Fortress: The End is Nigh!**
Post by: **Splint** on **August 06, 2014, 03:24:37 am**

One strike. The residual tetrahedrite fell away.

Two strikes: His pick bit into the adamantine-laden stone underneath.

Three strikes. Four strikes. The rock began to crumble.

Five strikes. Six strikes. Seven strikes.

Eight strikes. The hole is made.



“Colonel!” Solon had been screaming for Splint as he ascended the fortress after barricading the way down, and had only just broke into the barracks. The odd little dwarf dressed in purple had be a confusing sight for the visiting frost giants, but they simply continued to pack up to head home.

The Cazadors stopped thier sparring and demonstrations at the sudden interruption, with Splint walking over to the panting mess of a bookkeeper.

“Solon? What are you doing up here?” The officer asked. “Catch your breath first. I'd like to be able to actually understand whatever it is you rushed up here for.”

“I... Doing night stocks... TRAITOR. IN THE FORTRESS.”

At those words anyone without a full-face helmet had the color drain from thier faces.

“And he... *He fucking breached the spire!*”

Splint, now paler than most ghosts, turned to adress his squad.

“Toad.”

“Sir?”

“Alert the rest of the militia, tell them I want them all down at the-” He was cut off by Solon who said the way down was sealed with a metal and rock barricade he'd oredered some haulers to build. “Alright, fine. Tell them to meet down at Solon's Barricade. The rest of you, inform the King, Zacen, and Nuri of the situation. Chances are they're all asleep right now.”

"Frankly we should've been too. But we just had to decide to do some night drills." Cerol said with a small chuckle.

"Good thing we're awake then."

-

"This is everyone?" Splint said, a half hour later. The barricade was crude, but sturdy, and if anything awaited on the other side, it couldn't break through.

Thor stepped forward, the buttplate of his feared skull-cracker thunking against the floor. "Aye sir. We've all said our goodbyes and made peace with our makers. We're ready to advance."

"Good. Where's Solon? He was supposed to-"

"Colonel!" Came a familiar voice from the back of the gathered dwarven warriors. King Onul was as up-beat as ever as he muscled his way through the crowded hall, scabbard in hand. "Colonel, wait!"

"Err, Sir, I thought I'd told you to help everyone find shelter."

"Yes, yes, you did. But! I wanted to give you something!"

"I don't thi-"

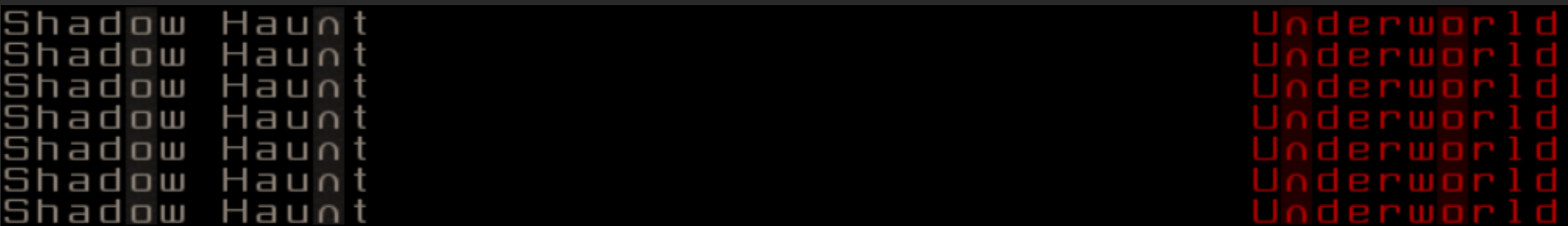
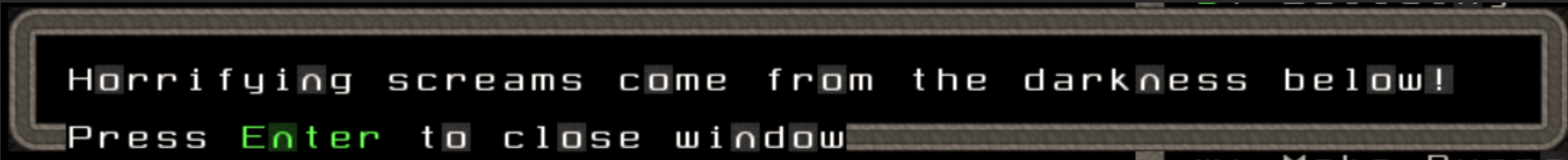
"Oh but you do. Your sword Colonel, your sword!" He held his own out, and pointed to the iron blade on Splint's hip. "Don't want you going off to fight some abomination with an old iron blade that had difficulty with far less threatening creatures!"

Splint was about to say something about his sword being insulted when he thought about. Shutbite had served him well, but it was an old and cheap blade even when he had bought it years ago for his work as a caravan guard, and surrounded by blades of night crystal, steel, and even adamantine, it even looked... Backwards to still wield, its quality well below military standards of his nation. Hell, for all he knew it was just some human made peice meant for one of thier conscripts.

"Thank you sir." He said after a small mental farewell to his sword. He unfastened his scabbard, and held his iron blade out to his king, who took it and gave the officer his own. "Take good care of Shutbite your majesty. I'll want it back once we're finished down there."

Onul smiled and took the iron sword. "Of course Colonel. Now then, out of the way, I need to get the door for you!"

Everyone present was slightly taken aback by this, but said nothing. Before long, they were descending into the sweltering heat of the magma forges. There was no sign of any intruder, save a dead dwarf who'd shoved his head into a smelter, apparently out of despair. However it was clear he or she had done their duty to the evils they worshipped. The chambers and tunnels were filled by a sickly purple haze, and as they advanced towards the breach in eerie silence broken only by the clanking of mismatched suits of dwarven armor they could tell they were not alone, the horrid growls and cries of some unknown horrors coming loud and clear from the darkest depths.





But strangely, they had failed to crawl forth into the world.

-

“How's construction going Anvil?” Splint asked, approaching the busying workers.

Shifted her weight uncomfortably. She was constantly nervouse near the breach, all the metalworkers were. “It's... It's going. Honestly my strength is in forging blades and spears, not directing construction.”

Splint nodded. His soldiers were eager for a fight by this point. “I know, but you're the head of the metalworkers' guild here, and that means this falls to you. As well as the fact metal was the most readily available material. Not sure why you went with aluminium though.”

“Lighter, easier to work with. Simple as that.” Anvil said with a shrug.

“How long?”

“Another week, maybe two if anyone decides to take thier month off.” She sighed, and watched her youngest child badgering one of the other smiths to make him into a tin sword. “This is going to end badly you know.”

“Mhmm. Well, keep at it. Whatever's down there is keeping everyone awake with the noises they're making.”

-



I present to thee people, the most lack luster, short, and cliffhanger-y ending ever. This is where updates are likely to end for Carryscar, sad as it is to say, so it'll be listed as [FINISHED]. This fort had a truly amazing run, lasting far longer than most I played save an old glacier fort I lost long ago and you guys have been the heart and soul of it, but I want to end the fort on an ambiguous note and before I start another project. On that note though, I may still necro the thread from time to time with the odd peice of artwork such as the one for Monitor Liisard, though you guys are more than welcome to continue the story yourselves via stories or roleplay, whichever you prefer.

Did we crush the demonic threat? Were our fighting dwarves overwhelmed? We'll never know. In the spoiler will be the details of what went down with the breach.

Spoiler (click to show/hide)
I had a miner knock out not one, but two spires. This is because while I got the messages and the units detected, they were under thr wrong spire and breaching theirs did nothing. I think two access points confused them, and I'm only treating one as a canon breach by a chaos dwarf infiltrator. The Shadow Haunts are monstrous humanoids composed of ash which means due to the nature of our armor and the fact we have numerous marksdwarves, points towards a swift and brutal victory.

There's lots of things that remain unfinished, but it's clear our large and powerful militia negates damn near all threats and nobles aside from Zacen (Nuri's been incumbent for years now if you've paid attention, and Onul's demands are completely within reason,) with reasonable preferences eliminates the threat of justice. No FUN means no good stories for you guys after a point, and that's not what I want.

One example is Freetown. It's carved out but it's not furnished, stocked, or even inhabited in-game, and another is Onul's palace, which is lacking windows in places or that town square I wanted. But, due to mainly the lack of a real challenge and no desire to embark on stupidly complicated engenieering projects (I just don't care for those sorts of things much.) Hell I should have put more into the artwork even, but I feel this gets the job done and oddly... Suits the fort better for some reason.

Anyway, if anyone wants the save, it's here. (<http://dffd.wimbli.com/file.php?id=9310>) I really, truly couldn't have asked for better people to be an active audience than you guys, and you were with me for more than one first event ever in close to three years of playing this great game.

I hope you all enjoyed the story, such as it was, and I'll see you on my next story project! The only question for that is... Humans or orcs?

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Nail** on **August 06, 2014, 05:15:23 am**

Thanks for the good work.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **DreamerGhost** on **August 06, 2014, 01:24:06 pm**

Glazedcoast had the simmiliar reaction from demons. But it was a pit in the dirt among fields where phlegm rained from the sky ruled by most evil overseer of them all.

Kinda disapointing, I had few thoughts about what to write when we got curbstomped by the demons.

Ah well, than you for the good work. I still have your Riverrun.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Mephansteras** on **August 06, 2014, 01:27:55 pm**

Thanks for the Story, Splint! It was a good fortress. :)

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Splint** on **August 06, 2014, 01:42:51 pm**

Quote from: DreamerGhost on August 06, 2014, 01:24:06 pm
Kinda disappointing, I had few thoughts about what to write when we got curbstomped by the demons.

Honestly I know the feel, but I didn't want to leave Carryscar on hiatus while starting a new project, and the demons being made of ash and now scattered around hell rather than flooding an opening means chances are we'd wipe them out quite handily or put so great a dent in their numbers they wouldn't be a threat anymore anyway.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Senshuken** on **August 06, 2014, 02:01:25 pm**

So what you are effectively saying is that Carryscar is a victory for the Dwarfs and the Overseers who made it what it is.

We've managed to set it up so that without the overseer outright murdering everyone in the fortress themselves Carryscar can stand against any enemy that tries to attack it and life is pretty good for those within its hallowed halls.

All we can really do now is rise our glasses in a toast to a job well done, celebrate the victory, than go into adventure mode and see how things played out for the fortress without further intervention.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Splint** on **August 06, 2014, 02:20:11 pm**

Quote from: Senshuken on August 06, 2014, 02:01:25 pm
So what you are effectively saying is that Carryscar is a victory for the Dwarfs and the Overseers who made it what it is.

We've managed to set it up so that without the overseer outright murdering everyone in the fortress themselves Carryscar can stand against any enemy that tries to attack it and life is pretty good for those within its hallowed halls.

All we can really do now is rise our glasses in a toast to a job well done, celebrate the victory, than go into adventure mode and see how things played out for the fortress without further intervention.

Honestly yes. It may lack supremely pointless projects being completed, but otherwise unless those demons can take a crossbow bolt to the chest nothing short of web, gas, or fire slingers may be able to cause any meaningful damage. Goblins and xelics alike just get torn to shreds mounts and all, megabeasts don't fare much better, and the demons are made out of flimsy material.

The militia is large and composed of full-timers rather than reservists and it's a rare occasion to have one of them injured, nevermind killed. It would take deliberate sabotage to end the place and all three tries I did managed to not knock more than one dwarf below content (Urist McKilledByWaterfall, and Urist McKilledbyBlob 1 and 2) or failed outright (demons.) Hell, even the nobles can't do anything expect jail people and Zacen's the only risk of that and with so many dwarves the chances of neglect are staggeringly low.

In all, I think I did *too* well, both due to my playstyle and the lack of constant attacks. I was expecting the militia to lose a dwarf or two every battle and instead I got an army of ambulatory beards that cause instant death.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **TalonisWolf** on **August 06, 2014, 03:41:54 pm**

Too bad Hell has already been colonized before, or we could have attempted that.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Splint** on **August 06, 2014, 03:43:23 pm**

Quote from: TalonisWolf on August 06, 2014, 03:41:54 pm
Too bad Hell has already been colonized before, or we could have attempted that.

Done to death really. I was just hoping for meaty demons and got those instead.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Gnorm** on **August 06, 2014, 04:03:10 pm**

Good to see that my dwarf survived until the very end.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Mephansteras** on **August 06, 2014, 04:54:59 pm**

Quote from: Splint on August 06, 2014, 03:43:23 pm
Quote from: TalonisWolf on August 06, 2014, 03:41:54 pm
Too bad Hell has already been colonized before, or we could have attempted that.

Done to death really. I was just hoping for meaty demons and got those instead.

Yeah. The procedural demons are neat, but the old 40d static demon types often gave a better challenge.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **DreamerGhost** on **August 07, 2014, 10:12:11 am**

And it will continue until Toady codes being corporeal or makes liquid/gass creatures flat out immune to being bashed/stabed/shot.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **4maskwolf** on **August 07, 2014, 01:08:44 pm**

Quote from: DreamerGhost on August 07, 2014, 10:12:11 am

And it will continue until Toady codes being corporeal or makes liquid/gass creatures flat out immune to being bashed/stabed/shot.

but then how would we kill them?

Also, great story Splint, sorry I couldn't contribute more.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Senshuken** on **August 07, 2014, 01:21:56 pm**

Quote from: 4maskwolf on August 07, 2014, 01:08:44 pm

Quote from: DreamerGhost on August 07, 2014, 10:12:11 am

And it will continue until Toady codes being corporeal or makes liquid/gass creatures flat out immune to being bashed/stabed/shot.

but then how would we kill them?

We would crush them, burn them. Decapitation is a favorite.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Nail** on **August 07, 2014, 01:34:51 pm**

Quote from: 4maskwolf on August 07, 2014, 01:08:44 pm

but then how would we kill them?

Ahh, the great question of Dwarf Fortress...

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Splint** on **August 07, 2014, 03:24:04 pm**

Quote from: Nail on August 07, 2014, 01:34:51 pm

Quote from: 4maskwolf on August 07, 2014, 01:08:44 pm

but then how would we kill them?

Ahh, the great question of Dwarf Fortress...

If it can move, this community will figure out a way to kill it. That's how things go.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **Nail** on **August 07, 2014, 03:58:10 pm**

Always.

Title: **Re: Ozkakurrith "Carryscar," A Civ Forge Community/Story Fortress: FINISHED**
Post by: **DreamerGhost** on **August 07, 2014, 07:48:26 pm**

Quote from: Splint on August 07, 2014, 03:24:04 pm

Quote from: Nail on August 07, 2014, 01:34:51 pm

Quote from: 4maskwolf on August 07, 2014, 01:08:44 pm

but then how would we kill them?

Ahh, the great question of Dwarf Fortress...

If it can move, this community will figure out a way to kill it. That's how things go.

And if it can't move, the comunity merely needds to think less to killl it. Though usually they overdo it and dorfs end up building 20 z magmafall to kill elven merrchants. Built entirely out of clear glass.